



# IGN.COM unplugged

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EXCLUSIVE  
BEHIND-THE-SCENES LOOK AT

## THE MARK OF KRI

THE IGN  
POST E3  
ROUND-UP  
FEATURE

### PREVIEWS

MOBILE FORCES (PC)  
MLB SLUGFEST (GCN)  
HOUSE OF THE DEAD 3 (XBOX)  
COLLATERAL DAMAGE (DVD)  
DUKE NUKEM ADVANCE (GBA)  
WAR OF THE MONSTERS (PS2)  
MR. DEEDS (MOVIES)  
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### PLUS...

THE ULTIMATE  
FREEKSTYLE  
TRICK LIST

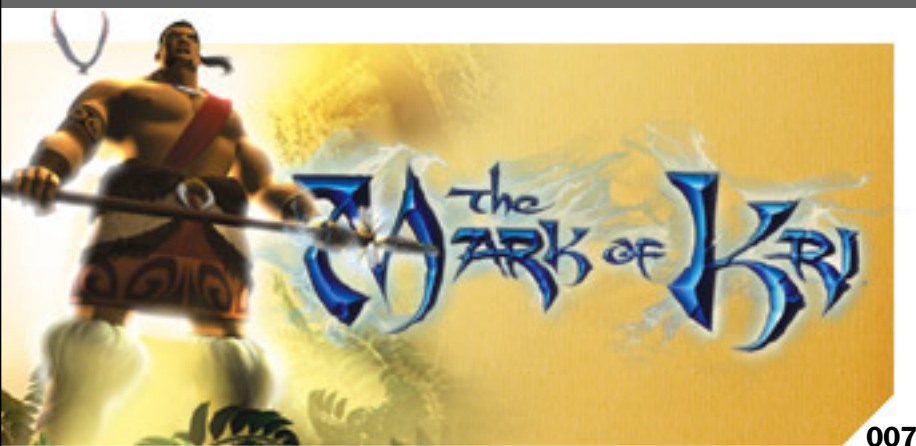


JUNE 2002 - IGNINSIDER



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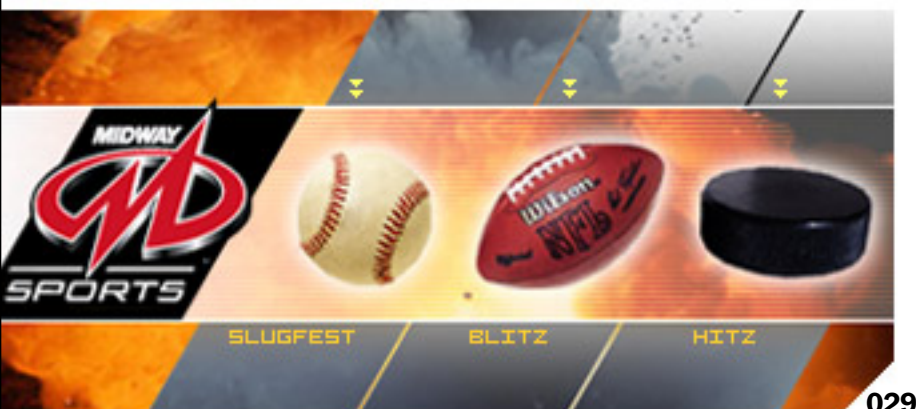




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## Letter from the Editor ::

No, my name is not Tal Blevins. I am the one they call Cory D. Lewis. Nice to meet you! As the lowest living organism on the IGN food chain, I am now the sole proprietor of this little beauty that we like to call IGN Unplugged. Tal has done a splendid job of orchestrating our cast of IGN editorial and design monkeys during the past year, and now the time has come for him to pass the magic wand of monkey power to a new chimp. Mind you, this is my first time with the magic wand of monkey power, so keep your heads down.

Meanwhile, the tail end of May has left many of us drained from E3, thus several IGN editors have decided to spend the entire month of June on "personal leave." Secretly, this is editor-speak for, "Haha, see you in hell, suckers – and good luck trying to get me to write for Unplugged while I'm gone!" Lousy jerks. But as always, the editors soon come to their senses and return from far away places such as Europe, Japan, and San Mateo to slave away on another fine issue of IGN Unplugged. This month you'll find tons of exclusive content, including an in-depth, behind-the-scenes look at one of the most stylish PS2 action titles ever: Sony's *The Mark of Kri*. Imagine the illegitimate lovechild of Craig Harris and Fran Mirabella III, dressed in furry boots and swinging a bad-ass sword. Now try your best to forget this image, brush your teeth, skip straight to our feature presentation, and enjoy! We'll see you back here next month – and maybe even on time for a change!

Maybe.

Nah.

*Cory D. Lewis*  
– Cory D. Lewis

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## EMAIL OF THE MONTH ::

We greet cordially. It reprimand one of fairest polish service devoted video. Young crew (staff) writes in it ( average century (age) lat (summer; year) be 17 ), It be foreign internet service . Middling 700 visits mum < have > a day, that we pleases very. However, we combat for greatest popularity, therefore, we write for state. And mum < have > hope < stuff >, that polish ( adam Ma?ysz rula; ) not no barrier. Whole group salutes ign.com. One else we apologize for weak acquaintance english -. **Pido**

## PC ::

### Static Meshes

Hi! Doesn't Deus Ex 2 use poly bumping? I seem to recall the IGN article saying that they use normal meshes to reduce the poly count but keep the detail high.

– Cory

**Ivan responds:** *That is somewhat true. It's my understanding that among other things, next-generation Unreal technology uses a technique called static meshes on the environments to substantially increase their visible polygon count. It's a different procedure than what is being done in DOOM or even Far Cry, but the ultimate aesthetic result is comparable (higher detailed stuff).*

### It Means Nothing

"If you can get past the smell, it's not a bad place to be. Some interns have even gone on to gainful employment, like the fabulous Hilary Goldstein, the stupendous Mr. Daniel Adams, and the verbose Ivan Sulic."– Xbox Intern Ad.

Wholy @\$\*!!! Ivan, you were an intern? Wow. And Dan, too? Are there any other things we should know that you haven't been telling us? I've written the IRS, too, and they said that they'll begin the audit tomorrow.

PS. Haha Dan got stupendous, while you were verbose... I think he won.

– Peter

**Ivan responds:** *Indeed, Daniel and I*

*both started our tumultuous IGN lives as interns. Prior to that, I ruled a small island in the Pacific Rim and Dan was an oil baron. But we're not where the PC intern train started. Even our former illustrious Vincent Lopez began his cherished IGN career as a lowly intern. And now he writes at a cubicle directly next to Wesley Crusher. IGN, the company that can take you places...or eventually lead you to a dead end job writing by the most hated member of the Star Trek cast who also happened to give a masterful performance in Toy Soldiers.*

*And I wouldn't put much credence in how the Xbox guys describe anyone, by the way. They are, after all, the same kids secretly known throughout the office as Oompa and Loompa.*

## GAME BOY ADVANCE ::

### Conquer the GBA

Are there any plans to bring out a Command and Conquer game to the GBA? Cheers.

– Alan

**Craig responds:** *No Command & Conquer games, I'm afraid. Not yet at least. The creators of the first (and pretty much only) real-time strategy game on the Game Boy Color, Warlocked, is currently working on the game's sequel for the Game Boy Advance: Wizzards. The game's coming along pretty well, and should be released this year...if the team, Bits Corp, can find a publisher to distribute it.*

## One Lazy Ass

With all this talk of GameCube-GameBoy connectivity going on during E3 I can't help but wonder the same question I've been wondering ever since launch: do you think Nintendo will ever make a device that allows you to connect your GameBoy Advance to your GameCube and play on your TV? I know it defeats the whole entire purpose of a portable system, but I've got one comfortable sofa, and one lazy ass. Thank you sir.

– Mark Mondalek

**Craig responds:** *While the idea is certainly feasible, technically it's a near impossibility. See, the link cable port only transfers data from the GBA at a rate of around 2K per second, about the same speed as a 28.8K modem. The problem is, GBA games are about eight megabytes in size on average. So, if Nintendo \*did\* make it possible (which they won't), players would have to wait a couple of hours for the data to move from the GBA cartridge, through the cable, into the GameCube system memory. Not very convenient. And since the GBA can't be put into a mode that lets users send the entire contents of a cartridge to the link port, it makes it even more difficult for Nintendo to even approach this.*

## PlayStation 2 ::

### Rewriting History?

Ok, in the first MOH game Jimmy Patterson is dropped behind enemy lines on June 6, 1944, but in MOH:F, Jimmy Patterson is participating in ►



the invasion at Omaha Beach on June 6, 1944. Did EA completely forget the story of the first MOH and mess up the story line, or is my understanding of the story incorrect?

– **Jesson125**

**David responds:** We'd love to know what's up, ourselves. Maybe Jimmy hit the beach in the morning, got picked up in the afternoon, and made his parachute drop in the evening. Hell of a guy, yeah?

#### **New Deal?**

Hey, a while back you guys mentioned a possible price drop for PS2 games (to \$40.00 I believe). Is this still going to happen?

– **Richard Carey**

**David responds:** Some sources reported that just before E3 (I think the Financial Times was the big one), but as it happens, it didn't pan out. SCEA may have plans to drop the software price some time in the future, but it's not happening quite yet.

#### **FILMFORCE ::**

##### **Ecks Vs. Sever**

Are they still making a movie about the game Ecks Vs. Sever? I heard some rumors about it years ago, but haven't kept up. What's the deal?

– **Mr. X**

**Linder responds:** : Yes, Ecks vs. Sever is actually due in theaters this year, September 27th. The film stars Antonio Banderas as Ecks and Lucy Liu as Sever. Thai filmmaking sensation Kaos makes his Hollywood debut with the project.

##### **Guillermo Fever**

I think Guillermo del Toro is an awesome director. I love all of his movies! I heard he might be directing a movie version of The Wind in the Willows for Disney. That seems crazy! Is it true?

– **Natalie**

**Linder responds:** Natalie, yes, Guillermo is attached to an all-CG Wind in the Willows project at Disney, but that won't get underway for some time. First he's got the comic book adaptation of Hellboy (shooting is set to start in Prague in January '03), and then another comic book adaptation called The Coffin. He also has several other projects waiting in the wings: Mephisto's Bridge, based on the novel Spanky by Christopher Fowler; At the Mountains of Madness, based on the novel by H.P. Lovecraft; and Sleepless Knights, a newly announced family action/comedy in the vein of Spy Kids.

#### **DVD ::**

##### **Indy DVDs**

Do they have any specific release dates for the Indiana Jones trilogy on DVD? Is it going to be like the original Star Wars trilogy and come out when the final film is finished?

– **Roscco007**

**Jeremy responds:** There were rumors last year that Paramount had the entire trilogy ready to go on DVD, but it was pushed in favor of the Godfather set. It doesn't look likely to hit this year with the fourth quarter being as packed as it is, but I don't think we'll have to wait until 2005 for the discs.

##### **Mothman Special Edition**

So... the new Mothman Prophecies DVD is pretty much barebones.

What's this about a rumor of a special edition with director's commentary, deleted scenes, etc., in the fall? Do you know anything about it?

– **JeanPike**

**Jeremy responds:** As with most Columbia TriStar DVD releases, Mothman will see a Special Edition in the future. Those special features you listed are pretty accurate, but they haven't set a specific release date for the disc yet.



## **XBOX :: GETTING LIVE WITH THE BOX**

**I don't have an Xbox yet, but I have a concern about getting online with it. I have a DSL connection, so what will I have to do to use it on my Xbox? Will I have to unplug it from my computer, or can I network them or some such?**

#### **AARON RESPONDS:**

**Somehow, somehow you're going to have to plug a live broadband connection into the back of your Xbox. If you want to have it networked, looped, or used as a jump rope from your kitchen to your dining room, that's up to you. As long as you're plugged in, you're good to go.**



## GAMECUBE :: ANTI-GRAVITY IN METROID

**“In Metroid, it appears that there is a lot of anti-gravity (or, a few seconds of it, heh). I was wondering, do you have ANY word on whether there will be anti-gravity levels or not? Just floating around would be fun.**

**– Xbox42**”

### **FRAN RESPONDS:**

**Nope. The closest you'll get to anti-gravity in any Metroid game is jumping around underwater. Given that the vertical scrolling elements of Metroid have all but disappeared in Metroid Prime, you shouldn't expect much of anything that has a lot to do with jumping. Floating around in first-person might be entertaining for a bit, but it would no doubt feel sluggish unless you could use your jetpack. Anyhow, no, we don't expect there to be any anti-gravity levels. The E3 demo just had that one section of the tunnel for effect – and it was indeed cool.**

## **XBOX :: X-Glove-Box**

I installed the Xbox in the trunk of my car. How do I remote the DVD receiver to the front of the car to work with the system?

**Aaron responds:** *Let me first say that you are one of our top five coolest readers of all time for putting the Xbox in your trunk. I thought we'd have to wait for another season of MTV's Crips before we saw anything like that. As far as solving your problem, a qualified car stereo/alarm technician will have a better answer than anything I could come up with. Maybe you should just go ahead and install that Xbox in your dash where it belongs. That would mean getting rid of your AC, glove compartment and any stereo equipment, but the Xbox is multipurpose and well worth it.*

## **Time for Medicine**

Does Splinter Cell have, uhhhh...how do you say it...dead babies in it? I don't know I just heard that on the radio inside my head. Also while I'm on the subject of crackers, do you like saltines? I don't, because they burn my tongue. I hate my life. So if you ever see me sometime, say hi...if you want...I don't know, I might not notice. Bye.

**Aaron responds:** *About 4:30, but I don't think I'll be able to make to the party.*

## **GAMECUBE :: GC GameShark**

Have you heard any news about the GameShark? InterAct, I think, said that it's due out the 24th of June. Is there any more news than that?

**– Jackattack51**

**Fran responds:** *Actually, it's been delayed into August. Yea, it sucks, but when it releases you should have tons of codes and hacks at your access. Sit tight.*

## **The Heroine of Eternal Darkness**

I just got ED, and I can tell from the opening cinema it has the look of "Best Game Ever." Anyway, I was thinking, the name of the family in the game is Roivas, right? That is "Savior" spelled backwards. This may be revealed later in the game, but I wanted to point that out.

**– Matt Jones**

**Fran responds:** *Very sharp of you. The name has been known for a while now, and I recall there was a handful of people that picked up on it, but you're totally right. Alexander Roivas is the last in a line of heroic people. You can really appreciate the subtle play on the word once you complete the game... Is Alex really a savior, though? And, a savior of what if she is? Play the game and find out for yourself. Eternal Darkness features an intelligent, captivating storyline that's worth digging into.*



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**ps2\_mail@ign.com**  
**pc\_mail@ign.com**  
**pocket\_mail@ign.com**

Answers to last page quiz:

1:fake, 2:fake, 3:fake, 4:fake, 5:fake,  
6:fake, 7:fake, 8:fake, 9:fake, 10:real,  
11:fake, 12:fake, 13:fake



The background of the entire page is a large, stylized illustration of a muscular, tribal warrior. He has a fierce expression, a small goatee, and a red cloth draped over his left shoulder. He is holding a large, dark staff or spear. He wears a loincloth with red and yellow patterns. The warrior is set against a warm, golden-yellow background with swirling patterns and a large, glowing sun or moon in the upper right. The title "The Mark of Kri" is written in a large, blue, metallic, stylized font across the top of the image.

# The Mark of Kri™

**Sony's San Diego Studio reinvents beat-'em-ups with this stylish, story-driven new combat game.**

**Publisher:** SCEA  
**Developer:** San Diego Studios  
**Genre:** Action-adventure  
**Players:** One  
**Release Date:** July 2002

**One of the least-hyped games** of the Electronic Entertainment Exposition in 2002 was the strangely innocuous *The Mark of Kri*. Sony Computer Entertainment America's story-driven combat game has a deceptively simple look undercutting its sophisticated combat engine and multi-culturally influenced design. It's easy to dismiss off-hand because it looks like a kid's game, a wannabe Disney attempt, or the result of a bunch of highly paid artists who got out of hand with pretty graphics, leaving the gameplay to formula and repetition. But making ▶



# The Mark of Kri

these surface assumptions would be to completely miss *The Mark of Kri* altogether. The juxtaposition of Disney-esque artwork and cartoon design with bloody dismemberment and dark themes is so original it's almost hard to recognize. The opposition of ideas doesn't seem to gel at first glance, and only after a brief time at the controls do these ideas clearly blend, and surprisingly so. *The Mark of Kri* is deceptively brilliant.

So, the marketing department has its job cut out for it. Sony can handle it. Like *Ico* before it, *The Mark of Kri* is completely different than almost any game around and that's because San Diego Studio's designer game is particular about many things. It's a beat-'em-up constructed like an action-adventure game, but it's intensely focused on stylized combos and group combat. It's not an adventure game per se, ripe with exploration and discovery. There aren't tons of little power-ups to collect, and hidden items and health trinkets littering the landscape. But that's not to say it's not filled with exploration and discovery – it is, it's just a different kind. Players unravel a mysterious story, exploring the game's settings through the eyes of Rau's familiar, Kuzo, and they venture through disparate landscapes solving pieces of a larger story, collecting scrolls, weapons, and, well, heads.

*For every evil, there is a greater good.  
For every innocent, there is a protector.  
For every legend, there is a hero.*

– The Book of Dandao 2:27

Dipping deep into an original, fictional lore, *The Mark of Kri* places gamers in an agricultural, innocent world of peaceful tribes living happily with one another. Lead character Rau originates from a traditional family, learning the fighting trades of his ancestors and quickly becoming a well-known warrior. But something lurks deep beneath the surface of these happy villages and their highly decorative body symbols and elaborate rituals.

(continued on next page)



## interview with JEFF MERGHART

**With a wide array of international influences, *The Mark of Kri* is something of an art piece. IGNPS2 talks with the San Diego Studios' Jeff Merghart on the art and design of this uniquely attractive game.**

**IGNPS2:** *The Mark of Kri* is stylistic in every possible way, from the character animation to the hand-drawn cut-scenes to the interface. What was the impetus for the design of *The Mark of Kri*?

**Jeff Merghart:** We knew the fighting mechanics were going to be unique so we wanted the game to be visually unique as well. We wanted the visual design to compliment the broad style of animation, and we didn't want this to come out looking like every other pseudo-realistic video game with stiff, motion-captured "animations."

**IGNPS2:** *The Mark of Kri* looks like it's influenced by numerous artists, styles and cultures. There is animation style from Don Bluth and Disney, backgrounds that looks like they're influenced by movies such as Disney's *Mulan*, and core sources such as Mayan, Aztec, and New Zealand native designs. What kinds of influences have you and your team drawn from, and why?

**Jeff:** The geographical look of the game is supposed to represent a world that never really existed but looks like it could have. The main worlds and characters and themes are largely Polynesian influenced with generous doses of Asian, Native American and old world Europe thrown in. There are "looks" that seem familiar, but we purposely try to keep it as ethnically neutral as possible. Firstly, we want it to represent a world with it's own cultural/ethnic look and style, and secondly, we didn't want to offend any cultures by misrepresenting them. The artistic and animation style of the game comes from our efforts to make, what we think, is an appealing and dynamic style that would help our game to stand out a bit more than the other games. The look of the game still



# The Mark of Kri

Long before Rau's time, when the Earth was still young, powerful, evil magicians summoned a dark spell as part of a master design. Six families were cursed with a deadly black incantation on their skin, the mark of Kri. The magic design, comprising a furious spell, was created for no other



purpose than pure destruction. As legend is told, when this spell was created, the complete incantation, recited in the ancestral language, would summon a terror far beyond the imagination of any normal human. Spoken in full, the spell would cast an army of darkness that would crush and enslave this world.

But the world wasn't only filled with dark gods and evil peons. Before the spell could do any damage it was discovered and broken up into six different parts. Each of the six parts, incantations, and spells, was whisked away and secretly hidden in six different locations by six separate families. The evil ones were defeated, but they had patience. Hidden from ordinary folk, they waited with "infinite patience," and after a millennium the spells were rediscovered. As the game begins, you learn it becomes your role as Rau to discover who wants to uncover them, and why.

With hints of a hero in the making, players start by learning of the dark legends and then are propelled into a world in which small disturbances amongst the local villages must be confronted. Rau, restless and seeking adventure, takes on the challenges by taking care of the bandits himself, learning in the process just what drives these increasingly larger groups of thieves and thugs in his homeland.

(continued on next page)

interview with

## **JEFF MERGHART (cont.)**

had to be convincing and consistent from the character designs to the animations. The deep, painted background styles of Disney's *Tarzan* and *Hunchback* were the main visual influences for our level artists, and they complimented the character designs and fluid, dynamic animations which we all did by hand (is there any other way?).

**IGNPS2:** What are some of the artists' backgrounds on your team? Can you provide us with some detail behind the scenes? Who are these guys creating this artistic approach to videogames?

**Jeff:** Most of us are traditionally trained classical, 2D animators who'd never used a computer for anything but downloading movie trailers. We're influenced by everything from Hayao Miyazaki and the *Nine Old Men* to Steven Seagal and comics. Some of us have worked successfully for studios in the 2D industry for many years before coming here. Warner Bros, Dreamworks, Nickelodeon, Klasky-Csupo, Don Bluth and Disney Feature to name-drop a few. It is the combination of experience in feature animation production and game design that helped to influence the look and production of this game.

**IGNPS2:** How did you come up with Rau's and Kuzo's looks?

**Jeff:** Rau needed to be a larger than life-size force, physically, thus his size. We designed around the things he would need to do, as far as gameplay and story, and tried to keep his design unique but simple and aesthetically appealing at the same time. He doesn't need a lot of unnecessary crap or colors to make his design eye-catching or gimmicky. Something designed well lends itself to be more appealing and unique than something over-designed for the sole reason of getting someone's attention. That goes for Kuzo, too. He's a big, black bird of prey. That's it. He may have slight burgundy highlights in his wingtips, but he had them before Ozzy Osbourne did.

**IGNPS2:** The art style seems to play a bigger role in *The Mark of Kri* than most other games. Why is this?

**Jeff:** I think because it is such a prevalent element in the game. I don't think we set out for it to play as large a role as it has. We just tried to have all the artists try to emulate a style and look and keep it consistent. That's a testament to the artists and the efforts that were made to design the game well.



# The Mark of Kri

Using the traditional role-playing game construct of a tavern as a place to gather information (i.e. missions) and save or reconfigure options, SCEA has integrated a local pub that enables Rau to regroup, and to meet up with new and old acquaintances. This is where Rau trains and where he will return after each mission later on, training to use new, more powerful weapons.

## THE MARK OF STYLE

SCEA's San Diego Studio draws its influences from sources far and wide. The game resonates with the recognizable styles of animation and artwork created by Don Bluth and Walt Disney, yet the overwhelming designs look Polynesian or originating from New Zealand.

But what is most striking about *The Mark of Kri* is its range of intelligent juxtapositions. The game looks tame and friendly, but it's filled with gore and decapitation. The various landscapes are lush and beautiful, creating a peaceful exterior, but on their surfaces humans are violent, slicing each other to bits and pieces. The chosen texture work on the characters is simple and rudimentary, but the designs are complex and meaningful, telling stories from ancient tongues. Or worse, they're part of a deadly evil design that could bring destruction to the world. The fighting system is simple – you press X, Square or Circle to fight – but it's deep with combinations and variations, enabling Rau to engage in fights with half a dozen enemies at once. The game appears easy at first, but it's more complicated than it seems. The laundry list of dichotomies goes on.

Part of the game's visual appeal is the quiet beauty of the landscapes and the lush verdant nature of the first few levels. The Ruins, which look like a forest from New Zealand, are overgrown with trees, foliage, and flowers, and gurgling with rivers and ponds and giant waterfalls. The Caves, which follow, are intriguing in their structure and depth, while the Treetop level, an environment in which much of your time is spent foraging through dense trees, only to climb into them later – and a complex set of villages in them – is just short of breath-taking. After these overgrown levels, players are welcomed to a more barren landscape, a set of snowy mountains in which a highly stylized Chinese-looking fortress must be intruded, after which follows a lagoon level, in which a set of villages is built in a small group of islands.

(continued on next page)



interview with

## JEFF MERGHART (cont.)

**IGNPS2:** There is an interesting juxtaposition between the gory nature of the game and the inherently cartoon-style look of the game. In some ways it seems like two conflicting ideas, and in some ways it looks and feels like a brutal, blood-thirsty Conan character from New Zealand has broken into a Disney film and gone wild. How do you feel about these contrasting ideas?

**Jeff:** Everyone who worked on the game is over 18-years-old. We are all fans of cartoons and comics, and we thought that shouldn't just be for kids. We thought, "why can't we use that style, too?" We're not the first to use these elements together; we're just the first to do it in the right medium and place at the right time. It's no more contrasting than hamburger with gravy and rice. It might not be for everybody, but you might like it.

**IGNPS2:** What kind of limitations does the PlayStation 2 present and how did you and your team overcome them?

**Jeff:** From an artistic standpoint it was at times, challenging. Since most of us had come from 2D backgrounds, we were used to being able to create anything we could imagine. Now we had to learn how to do things differently...to get close to what we'd originally envisioned. We've learned that fog is our friend and joints and polys are valuable, but we make do.



# The Mark of Kri

Still, it appears Sony's San Diego Studio was intent on capturing gamers' imaginations with more than just pretty backgrounds. First and foremost on the studio's mind seems to have been animations. There are hundreds of animations for Rau and his enemies, and what's more, they're all hand-drawn. In fact, the studio boasts that the game contains more than 100,000 different hand drawn animations, and nearly 30 separate kill options. It's as if the animators at Sony were hell-bent on showing the world that motion capture was ludicrous and instead hand-animated the entire game to show just how good animation could be.

Stylized animations are ubiquitous. Death animations abound, fatalities are exquisitely achieved, enemy armor is knocked off while Soul Reaper 2-style death animations (sliding an enemy down the spear he was just punctured with) and flying limbs and heads are common. Everything moves fluidly and smoothly, creating a strange rhythm to the whole thing. Needless to say, *The Mark of Kri* is unique in its appearance, luxuriously filled with good production values that back up the studio's ambitious goals.

## SIMPLE, DEEP COMBAT

Starting up *The Mark of Kri* is to experience a well-produced, thoughtfully constructed piece of code. Since Sony's game is simple but deep, the design team etched out a seamless path of progression, so that players never feel they're purposefully going out of their way to learn new moves. The first level is obviously a training phase, but it teaches the basics, and it's quick. Tidbits of storyline detail and a constant flow of narration are fluidly infused into the solid stretches of action and combat to create a phenomenally smooth, balanced game that feels story-driven even if it's mostly an action game. The blend of necessary instructions with straight gameplay is handled is smartly and invisibly. It must be said that it's quite wonderful to play a game that's so well thought-out.

The combat system is simple, yet deep. Players quickly learn to use Rau's one-handed sword, the default weapon in the game. Later on, he'll pick up a bow and arrow for long-distance warfare, a wickedly powerful axe, and a sacred spear, known as the Tai'ha, all of which I'll get into later. To fight, players direct Rau with the left analog button, and attack using X, Square and Circle. The way in which players select their enemies is quite unique. By

(continued on next page)

interview with

## JEFF MERGHART (cont.)

**IGNPS2:** Was this the kind of game that you always envisioned of making and that you finally had the financial backing to make, or was it a collaborative process that slowly came to fruition?

**Jeff:** I was just hoping to work on a game that was fun to play with interesting characters. This was my first game, so I had really no expectations except to do what I do as good as I'd be allowed. I pretty much left the game design up to the experts because I tend to SUCK at most games.

**IGNPS2:** Can you talk a little about the actual designs, tattoos and markings on the characters themselves? Are these traditional New Zealand markings or variations of them?

**Jeff:** In keeping with the ambiguity of the world the game is set in, we tried to not use any traditional markings or designs so people couldn't say, "Hey! They must be Tahitian because I've seen tattoos like that in Tahiti!" or, "He must be a Maori girl because that's a moko on his chin!" (It is common for Maori females to have a tattoo on their chin.) There are many variations of Polynesian, Celtic, Greek, etc. designs and patterns throughout the game, but we tried to not replicate anything specific. It was hard because everyone liked the Polynesian flavor that the game was taking on so we tried to make things with a more contemporary or inventive Polynesian twist where we could. Like Rau's chin tattoo. In New Zealand women are the ones who traditionally wear a tattoo on their chin. But Rau's isn't Maori and he's not from or in New Zealand, so we kind of keep our ass covered that way. We apologize for any coincidences.

**IGNPS2:** If you had more time on in the development process, what else would you have added or done?

**Jeff:** Finishing and fixing some of the characters, levels, texture maps and animation. I am probably the most hard to please person in the studio so I have a hard time letting go when I don't think something is right yet.

**IGNPS2:** How long did it take you to hand-animate this game?

**Jeff:** It took approximately 18 months.

**IGNPS2:** Thanks Jeff and to all of your staff, too. ■

# The MARK of KRI

pressing the R3 button, a red glowing vector beams out from Rau. It can be aimed, and by dragging it across an enemy, it instantly selects him, administering a face button (X, Circle, or Square) to him. Rau can then start attacking any one of those enemies using simple attacks, or by starting combinations. When Rau begins, he is given a sword, by which he can select and attack up to three enemies simultaneously. Later on, when Rau acquires newer, more powerful weapons, he can attack huge groups of enemies, as many as six, using the sacred spear the Tai'ha.

The combination system is also unique. Using moves laid down in a combo tree, players can employ dozens of attacks, which can be used against a single enemy or a group. For instance, if you select a single enemy and press X four times in a row, you start a combo called the Rau Usu, which combines vertical and horizontal attacks with a hot-dog move where Rau flips his sword in air and then stabs his opponent dead. If you choose to attack a group, you press R3, select the enemies, and then start in on the combos on that group. With one enemy selected as X, another as Square and a third as Circle (Triangle is used to see through Rau's eyes, which I'll explain later), while encircled by opponents, players can heave their sword into one enemy, pull it out and butt the other on the head and then spin around and gore a third opponent.

What's important to note is that combos can be completed with one or with many enemies selected, but by using a modifier button, longer, more powerful combos can be attained. For instance, by selecting two enemies (X and Square), players leave the Circle button open, which can be used as a modifier to use deeper, more powerful combos, and to complete fatalities, cinematically slowed down so players can see their gory moves in full.

The system does a lot for you, so it's simpler than it seems. Once enemies are selected, Rau moves around them using a Z-trigger function like in *Zelda* or the lock-on function in *Soul Reaver 2*. He locks on and stays focused, but at the press of a button he can also let go. If he's encircled, he'll attack the enemy first selected, or the enemy he is directed toward. The camera tries to find the best location to see the action, unhinged from the traditional, rigidly locked-on third-person perspective. It circles around Rau, or finds a side view, always from a third-person, isometric perspective.



There are many other attacks, and each has a pseudo-tribal name, including the Fua Toko Rutu (X,O,O,O), Fua Toko Faahu (X,O,O,X), Fua Usu Rutu (X,O, Square, Square), and the Fua Usu Faahu (X, O, Square, X), and so on. Players can also chain these together with the right rhythm, producing exquisite animations of dismemberment, gory, squirting blood and fainting, dizzying death.

## STEALTH AND WEAPONRY

After learning how to function in the world, Rau quickly learns how to use stealth to minimize group attacks and to fluster guards equipped with the ability to alarm a nearby crowd of enemies. Aside from the using the basic sword, gamers attain the Tai'ha, bow and arrow, and a giant double-bladed axe. You also learn how to attack through stealth and by disarming and by distraction.

Surprisingly, the beefy, Sumo-sized Rau is amazingly capable of swift, silent stealth kills of which *Tenchu*'s Rickimaru would be jealous. Using the L2 button to pull up the weapon menu system, players can select the desired



# The MARK of KRI

weapon or put their weapons away. At first Rau only owns a sword, so he has only two choices. Rau can attack in numerous stealthy ways, and it's quite entertaining to play with these features. With weapons sheathed, Rau can slowly sneak behind an opponent, select him using R3, and, when the X above his head moves from flashing status to solid, he attacks. Using *Metal Gear Solid*-style wall sneaks, Rau can stealth attack from the corners of walls, which works in the same aforementioned *MGS* way, but using different animations. He also can stealth attack groups, in which a twosome can be killed by using a button combination, as well as by performing drop stealth attacks, jumping from a higher location and then breaking an enemy's neck from behind him.

Another cool way to perform stealth moves is to distract enemies. Throughout the levels, Rau finds animals and items, boars, monkeys and gongs that he can use to

distract enemies. By shooting a wild boar with an arrow, the boar will run screeching down the field attracting the attention of the guards, who were once looking at you. Sneaking behind these guards afterward is simple.

One of my favorite attacks is the disarming move. With weapons sheathed, Rau can counter a single enemy attack through the simple touch of a button and the use of good timing. When encountered with a single enemy, players (no weapons in hand) must press R1 at the exact time the enemy strikes, and if done correctly, Rau will disarm the enemy and instantly stab him with it. In short, this move is awesome. But, like all attacks, it becomes more difficult to enact as it's used more. So it must be used sparingly.

After the sword, the second set of weapons is the bow and arrow. The supply is constant though various pickups and the action is highly desirable. By selecting his bow and

## GAME COMPARISON

### CONCEPT ART vs. SCREENSHOTS



CONCEPT ART



SCREENSHOT



CONCEPT



SCREEN



CONCEPT



SCREEN

# The Mark of KRI

arrows, Rau can target an enemy by aiming his bow at them, and when an X appears above them, he can shoot. There are two ways to attack with the bow. By targeting the enemy once again a flashing X appears over their head, and you can attack with two to three arrows. If you want to try to perform a one-bow head-shot, you can aim the bow above the enemy's head and when X turns from flashing to solid, your shot will finish him.

The Tai-ha is probably the most interesting weapon, because it's an unusual weapon in a beat-'em-up, and it's apparently a sacred Polynesian weapon that is infused with the power of the gods. Whereas with the sword Rau could attack up to three enemies, Rau can select up to six with the Tai-ha. With this weapon the group attacks begin in full and amazing form. In the snowy regions of the game, Rau may be surrounded by as many as eight or 10 enemies, and using the Tai-ha he performs all sorts of superbly animated thrusts, twirls, spins, and other orchestrated moves to attack his enemies or defend himself from attack. Its strength lies in its power, but it takes inherently longer to set-up an attack, leaving Rau momentarily vulnerable for quick foes to break his rhythm.

The Axe is the most powerful weapon in the game, taking the power of the Tai-ha to an entirely another level. Once again, Rau can bludgeon enemies with fewer blows using the Axe, and it's far even devastating from a longer range than the Tai-ha. Like the spear, the axe is slower to get moving, and it, too, leaves Rau vulnerable to quicker attacks from other enemies.

## A LITTLE HELP FROM YOUR FRIEND

Refreshing a technique used in both movies (*The Crow*) and videogames (*Beast Master*), *The Mark of Kri* uses a strategically crucial tool in Rau's friend, the familiar raven, Kuzo. The peaceful Kuzo has been a friend of Rau's family a long time and his loyal attachment to Rau is fierce.

When not on Rau's shoulder, Kuzo flies around the landscape, scouting upcoming territory, enabling Rau to learn what opponents he will soon face. Vertical blue beams of light rooted in various spots of the landscape mark spots Kuzo can fly to and land on. Once he's found a perch, by pressing Triangle, Rau can see through Kuzo's eyes. He can move Kuzo's head 360 degrees as well as up



and down, and with a press of the button, Rau can switch back to his own view. No opponents recognize Kuzo as an enemy, so he's never shot at or suspected of helping Rau, and *The Mark of Kri* is constructed in such a way that it's crucial to use him to succeed.

But Kuzo's capable of much more. There are up to three different kinds of spots Kuzo can land on. Gold and red beams join the blue vertical streams of light. The gold beams represent the location of ancient hieroglyphics, which Rau can't read, but Kuzo can. Once landed on, Kuzo helps unravel the larger part of the story. The Red beams represent interactive sections, such as lowering ladders, door switches, and the like that Kuzo can unlock or move so Rau can progress. Kuzo can spot and retrieve sacred scrolls that Rau couldn't reach. Kuzo can even be used to perform distracting techniques. If Rau spots a flock of birds eating near a patch of grass, for instance, he can send Kuzo to scare them, which then distracts the guards, marking another easy stealth kill for Rau.

## BONUS MODES OF PLAY

The other aspect of the game that's surprisingly entertaining is the two bonus modes which players open by performing extra challenges. Baumusu is your trainer and in each of the environments you plow through, he provides new, more difficult challenges for you to meet. By



# The Mark of Kri

achieving all of these, players are rewarded with Time Attack mode and Body Count mode. Baumusu's challenges don't need to be met, but they train and reward simultaneously. Some examples include: 1) Use a flock of birds to distract the enemies and then stealth attack them in a group; 2) kill three sets of enemies of two guards each using stealth kills; 3) attack three enemies by using disarming attacks, and so on.

These are stripped-down obvious modes, but for those who haven't encountered this kind of thing before, I'll explain. Time Attack enables Rau to enter into combat with an unlimited amount of enemies, challenging him to kill as many as possible within a two-minute count. Body Count pits Rau against multiple enemies and requires him to kill as many as possible before dying. By meeting these challenges, and Baumusu's other challenges, players open up new outfits, arenas in which to fight, and other secrets.

By returning to the hub section, a pub in which numerous people appear to set you on different challenges, Rau can speak to the "old grumpy options guy" who sits upstairs. He enables you to see what you've opened up, and offers various secrets including the aforementioned items as well as cheats, movies, and artwork.

## ON YOUR MARK

When it comes down to it, *The Mark of Kri* is more than it seems, and it's such a surprise that we almost missed it. At E3 there were so many surprises, so many pretty, action-filled games, so many big-name titles, that *The Mark of Kri*, which was introduced three weeks prior to the event, got second billing. Shame on us for not giving subtlety and enterprising design their just reward. *The Mark of Kri* is perhaps one of this year's biggest surprises, and it's certainly one of the most original games of the year. – **Douglass C. Perry** ■

## interview with **JAY BEARD**

**San Diego Studios' Jay Beard delves deep into his game's origins.**

*The Mark of Kri* is not what it seems. Sony Computer Entertainment America's San Diego Studios has all of a sudden emerged as a powerful developer with a game that's genuinely original and unlike many before it. We spoke with Director of Product Development and Executive Producer Jay Beard and his team of hard-working Kri-ers about this game's roots, principles, and influences.

Beard is no newbie to the scene. He's worked for years in the industry on games starting back as far as *Knightbreed* on the Commodore 64, sinclair spectrum, Atari ST, and the Amiga, through *Robocop*, *Hook* and *Darkman* on the NES and Game Boy, to *Jurassic Park*, *Blasto*, *Twisted Metal 4*, and *ATV Offroad Fury*.

**IGNPS2:** What was the inspiration for *The Mark of Kri*?

**Jay Beard:** We wanted to make a game in the fantasy genre that didn't smack of dungeon and dragons influences. We didn't want to make a game full of elves, lizard people, or magic. We wanted to make a game grounded in some form of reality – a world that was fantastic, and full of creativity – yet believable. Something like the original Conan movie – clearly fantasy, but with some plausibility to it.





# The Mark of Kri

## interview with **JAY BEARD (cont.)**

We built on this initial idea as people were added to the team; the painted look we hoped would set it aside from other titles in the same genre, as we hoped the main character would too. The animation and combat system, all stemmed from us wanting to bring some form of reality back to fantasy, and an obsession for the combat and motion to feel real.

**IGNPS2:** When did you start out working on *The Mark of Kri*? What kind of suggestions did SCEA have that influenced the development of the game?

**Jay:** I'm going to hand this question off to Tim Neveu the producer: We began work on "The Mark of Kri" just over two years ago. Originally it started out as a PlayStation title, however we quickly realized that it would take the power of the PS2 to fully bring our vision to life. Fighting up to nine enemies at once in a fully 3D environment was something that simply wasn't possible on PlayStation. Sony's biggest contribution to the game has been its unflinching support. The violent content mixed with the very animated style was something we thought was unique, albeit a little risky. We were, at first, a little concerned about how Sony would react. But they have been very supportive despite the fact that we knew the game would most likely receive an "M" rating.

**IGNPS2:** What separates this game in terms of action from any other beat-'em-up, like say, *State of Emergency* or *EOE: Eve of Extinction*?

**Jay:** We played all of the "Beat em up" games that came before us, and were extremely frustrated with the direction that they all seemed to be taking. Having to physically turn your character to attack the guy behind you is slow, frustrating, and in no way simulates dexterous combat. We would often complain about these systems, saying that they felt more like reversing a bus than controlling an agile warrior. Our system goes a long way to solving many of the problems commonly associated with these kinds of games - it's not perfect, but it is fun. Granted *The Mark of Kri* combat system takes a little getting used to, but normally no more than a few minutes. Once you have tried it, going



back to the old "reversing a bus" kind of system seems like a step backwards. But hey, that's just our opinion, and we're really biased. (Laughs.)

**IGNPS2:** Rau's "familiar," Kuzo, aids him in scouting upcoming territory. While it's an interesting feature, how does it add to the play and the strategy of the game?

**Jay:** Kuzo is critical to strategy; in some ways he is your most valuable weapon. As the warrior Rau, you are eventually armed with a sword, Taiaha (spear/staff), Axe, bow and arrow, and unarmed stealth. Only by scouting ahead and correctly anticipating which weapon is best suited for the next scenario, will the player beat the game. Combinations of which weapons you should use are a large factor in the game. For example: You send Kuzo ahead to the outside of a fort, and through his eyes you can see an archer in the tower, an armored guard with his back to you, and four men at arms - one of which is carrying a horn (that will alert the whole area to your presence), and the others armed with axes. A smart player would sneak in and first shoot the archer, before putting away his bow sneaking over and silently breaking the guard's neck. After moving closer to the men at arms to gain range he would again take out his bow and head-shot (an instant kill) the horn bearing soldier; this would ensure no other enemies will be alerted inside the fort to your presence. The other three men at arms are next to the guy with the horn, so see him fall to the floor with an arrow in his face then quickly spot you and charge. They all have axes so you switch to your Taiaha, giving you range and speed over their weapons. ▶



# The Mark of Kri

## interview with **JAY BEARD (cont.)**

bloody yet quick fight ensues where you are the victor – allowing you to once again put your weapons away and stealthily gain access to the fort.

Without Kuzo the player would have wandered around the corner into the camp, got filled with arrows, before being attacked by axe guys and reinforcements from the fort.

**IGNPS2:** Is Rau motion-captured, key framed, or entirely hand-done? What was the process you used to you get him to move so fluidly?

**Jay:** I'm going to hand this question off to our lead animator, Erik Medina, to answer: We went to great lengths using completely hand-done animation to make sure each animation connects as seamlessly as possible. Using traditional animation techniques we tracked all of the arcs in his movement, allowing Rau to look good in any direction that he can attack an enemy. We exaggerated the timing in the animations to emphasize his weight, ability, and personality. By doing this, you walk a fine line between what is possible and impossible; ultimately we wanted to create movement that was better than reality.

**IGNPS2:** Can you give us a little more in-depth look into the story of the game? Where does Rau come from? What kind of world does he live in? Is he on Earth? Does this take place in the past, the future, or current time?

**Jay:** We wanted to create our own world for Rau, rich with it's own geography, cultures, language and folklore. But as I mentioned earlier, we wanted all of this to be grounded in some form of reality – we wanted everything to be fantastic, yet feel like it could have happened.

Rau's world is one of barbaric disorder. The game takes place in the aftermath of a massive empire that collapsed leaving pockets of civilization struggling to survive. Many things were lost when this empire collapsed, including the world's history and the dangers that lay waiting for anyone too curious. Following Rau the player will be introduced to the cultures and myths that are part of his world as he discovers them.

I don't want to go into too much detail and spoil it for everyone, but when we were developing the plot for the

game we came up with so much information that we spread it over potential sequels. So in this game we hint at what the player could be dealing with in the next game... if we make one.

**IGNPS2:** Rau can use a sword, spear, and axe, each of which is respectively more powerful than the next. Can you describe for us what the special ability of each weapon is? And what kind of cool trouble you can cause with each one?

**Jay:** Each weapon is designed to use and build upon the base combat system. The sword can lock onto three enemies and is fast, yet causes the least amount of damage. The Taiaha can lock onto six enemies, two to the square button, two to the circle button, and two to X. The Taiaha is faster than the axe, and has a longer reach than the sword; it also inflicts more damage. The axe has the longest reach, causes the most damage, can lock nine enemies (three to each button), yet it is the slowest to wield.

I'm personally partial to the axe in an overkill situation – where the enemies are weak, and I can cut them up like a hot knife through butter. Pretty sick, but oh so satisfying.

**IGNPS2:** Rau is capable of an amazing amount of kill moves (30) and animations (more than 100,000). It's an interesting focus. Do you think this game will attract fighting games who like, say *Tekken 4* or *Virtua Fighter 4*? And why?

**Jay:** I'm going to hand off and let Dan Mueller, our associate producer and resident fighting game connoisseur, answer this one: Obviously I can't speak for other fighting game players but I can say this... If you are okay with brutal combat, taking off limbs, cutting people in half with an axe, bashing heads in to walls, and mixing a bit of strategy and stealth with your brutal beatings, then *The Mark of Kri* is for you. Fighting game players will at first notice the basics of the combat system and may find it deceptively simple. With further exploration, they will find the ability to disarm enemies, notice that the combo system is robust and unlike any they have encountered, requiring timing and examination in a whole new way to use it to its fullest extent. They will discover and pull off some advanced maneuvers and utilize advanced strategies that only come from a solid fighting game background. In my opinion, the latter is the real draw for the *Tekken* and *Virtua Fighter* crowd. ►



# The Mark of Kri

## interview with **JAY BEARD (cont.)**

**IGNPS2:** Does Rau have any defensive abilities? If so, can you detail some of them for us?

**Jay:** Oh yeah. Some of the coolest moves you can pull off are defensive moves. Holding R1 allows Rau to defend an attack from any direction. This really looks cool when you are attacking a couple of guys in front of you, but defend against the guy behind you. In some situations Rau may be caught unarmed, and find himself under attack. If this is the case pressing R1 at exactly the right moment will get Rau to grab the opponents weapon and....I'm not going to tell you what happens next, but its pretty vicious.

**IGNPS2:** With such a heavy focus on the combat, what about the game's exploration and adventure aspects? Those appear to be less of a focus. What can gamers expect in terms of adventuring, exploring, and spelunking?

**Jay:** A decision was made early on in our development that combat and everything associated with combat would be the game's focus. We didn't give him a jump as this didn't fit with the kind of gameplay we wanted to push. We replaced puzzles in the traditional sense, with combative puzzles -- Rau is a three hundred pound warrior of few words, I never saw him as the type to figure out chain and pulley type puzzles. Exploration was also questioned as a game-play element. Rather than having him constantly searching for the combat, backtracking, and then getting lost, all in the pursuit of stars or apples, our emphasis was going to be on combat -- and not wasting the players time by having him have to look for it. So our levels follow a somewhat linear path for a purpose, the exploration coming from Kuzo and his ability to fly ahead. Properly scouting out a location and planning accordingly is where players in search of exploration will get their kicks. Remember, this is an arcade game cunningly disguised as an RPG. If you like either styles of gameplay you should be happy.

**IGNPS2:** Many developers have said great things about the PlayStation's 2's engine, both good and bad. In what ways were you able to use the PlayStation 2's engine to your benefit? And what kind of obstacles were the hardest to overcome?

**Jay:** Our lead engineers are better qualified to answer this question than me, so I asked them and this is what they said: The PlayStation 2 is a very powerful system, and the architecture is extremely flexible. Because of the power, it's fairly easy to implement the basic pieces of a graphics engine and toolset, which allow artists and animators to get up to speed quickly. Because of the PS2's flexibility, it's then possible to add special effects and other flourishes that make a truly polished game. The biggest single obstacle is probably the short supply of memory for textures, but that can be overcome in several different ways due to the inherent flexibility of the hardware design. Overall, the PS2 is great because there are many ways to eke out better performance: each successive generation of games will be more amazing, since improved performance can open up new possibilities in both graphics and gameplay.

**IGNPS2:** If *The Mark of Kri* sells well this summer, is there a chance of us seeing a sequel or an online version?

**Jay:** We would love to do a sequel. As I mentioned earlier, in designing this game we created something much bigger than we could realistically build into one game, so we have a great deal of ideas and concept art ready to go as soon as we get the go ahead. Were gonna keep our fingers crossed and hope that the game is well received.

**IGNPS2:** Thanks Jay and to all of the people at SCEA and the San Diego Studio for making this interview possible.

— Douglass C. Perry ■





# The Mark of Kri

COVER FEATURE MEDIA  
**ADDITIONAL SCREENSHOTS**



# THE POST E3 ROUND-UP

**The great E3 2002 war has ended, and the IGN editors are here to pronounce the victors.**

**It may seem hard to believe** that yet another massive E3 event has come to pass so quickly. Here at IGN, we're having trouble believing it ourselves. One minute, Microsoft and Nintendo are introducing their brand new consoles to the world, and the next minute, they're cranking out killer second-generation hits. This year's E3 show was one of the best for a reason: great games on all fronts of the systems war.

During the past month, the industry has been on fire with buzz regarding which titles may have stolen the show. In the last issue of IGN Unplugged, we took a look forward to E3 and listed the possible contenders. Now it's time for the truth to be revealed, as the editors of IGN pick the top three titles shown at E3 2002 on each system – Xbox, GameCube, GBA, PlayStation 2, and PC. ▶



## THE POST E3 ROUND-UP



XBOX ::

**BLINX: THE TIME SWEEPER**

by Hilary Goldstein

The first game to do something imaginative with the Xbox hard drive, *Blinx* could be a genre-breaking platformer. Your gameplay is recorded by the hard drive so that you can manipulate time a la TiVo. For example, a bridge you're on begins to collapse, so you hit rewind and walk across the bridge as it reforms. The minute the rewind is done, however, the bridge falls apart again. This opens up some pretty crazy puzzles you have to tackle in a way never seen before in a platformer.

As great as the concept may be, it'll fall short if the level design isn't up to par. After all, the designers must think in a new way as well. From the demo at E3, it seemed the level design was just what it needed to be. The demo level could be beaten without much use of the time control powers, but then you'd miss out on so much more. Most of the inventive level design was there to allow you access to different areas, leaving it up to the gamer to decide just how much brain they wanna tap.

Throw in a cool cat with a vacuum cleaner that can suck up and spit out just about anything and you've got a game that could be one of the year's best. *Blinx* came out of left field at E3, and there's a nice buzz over its use of the hard drive. If successful, this can only mean more developers will explore the use of the hard drive as something more than a giant memory card.



XBOX ::

**DEAD TO RIGHTS**

by Hilary Goldstein

Let's get this out of the way right now; *Dead to Rights* is **not** *Max Payne*. It's easy to think that when you see movies of *DTR*'s hero, Jack Slate, diving in slow motion. Aside from some minor touches here and there, that's about all these two have in common. *DTR* is a hard-hitting shoot-em-up with puzzle elements mixed in for grins.

Part of the allure of *DTR* is the utter brutality that seems to come non-stop. Don't have a weapon? Just press B to disarm the nearest thug. And no, it's not like you just grab the gun and go skipping off. Every disarm ends in a fatality, with Slate using some inventive move to off the baddie. Better yet, these awesome disarms can be shown in slow motion, and the camera angles can be changed to offer the best view of the villain's death.

Blazing guns and gruesome deaths aren't all *DTR* has to offer. Mini-games are sprinkled in throughout the levels. Things like picking locks and getting a stripper to dance dirty help keep the game from being just senseless action. And Jack also has the assistance of his loyal K-9, Shadow.

Is *DTR* the next *Max Payne* or this year's *GTA 3*? Perhaps. Or maybe it will end up being its own beast. Whatever the case, we here at IGN Xbox are tingling with anticipation.

## THE POST E3 ROUND-UP

### PLAYSTATION 2 ::

### THE MARK OF KRI

by Douglass C. Perry

Strange as it may seem, my favorite game of E3 was a title entirely ignored by most folks, including yours truly. I got to see a little bit of this game before E3, and then a lot after E3, though, strangely, none during. Thus is the way of the online journalist.

*The Mark of Kri* turns out to be one of the best at E3 for numerous reasons, but mostly because it's so surprisingly smart, so subtly designed, so good-looking, and well, after all that, still surprising. For a game that looks like a Disney-influenced beat-em-up, *The Mark of Kri* is stunningly light years ahead of that assumption. It's dark, mature, well-told, and filled with gameplay elements not traditionally seen on simple beat-'em-ups. Sony's San Diego Studios has come upon a entrancing combination of stealth, combat, and strategy that works in what's essentially an straight-up action game. What a kick.

There may have been more polygons in other games at E3, more flash and more mech thingies flashing and buzzing, but *The Mark of Kri* is one of the most original and surprising games of the show, and it's genuinely my favorite title of the show.

### PLAYSTATION 2 ::

### KINGDOM HEARTS

by Jeremy Dunham

Squaresoft's *Kingdom Hearts* was hands down the most impressive PlayStation 2 videogame on the show floor. In fact, other than a select few titles on other platforms, *Kingdom Hearts* was damn near perfect enough to deserve the overall Game of the Show, no matter the medium.

While we've all seen role-playing games come out of Squaresoft before, *Kingdom Hearts* is so unique, full of depth, and vastly original that for the first time since *Xenogears* on the original PlayStation, the company that birthed *Final Fantasy* has surpassed the expectations of its flagship title.

How is it possible to describe this epic, mammoth, adventure of a game without sounding like an overzealous fanboy? Not only is the vocal talent behind the character's personalities top of the line Hollywood talent (Oscar®, nominee Haley Joel Osmet, Grammy®, nominee Mandy Moore, *Buffy's* Angel Boreanaz and *Lord of the Rings'* Sean Astin to name but a few), but also the visual presentation and special effects are among the best ever seen!

Mixing well-known *Final Fantasy* characters with beloved Disney icons to form a cohesive expansionist universe around completely original antagonists was a feat I didn't think possible. But after enough playthroughs, demos, and video presentations to make the normal man sick, I left the show floor a true believer.

Slated for an appearance on our PlayStation 2s this coming autumn, *Kingdom Hearts'* arrival can't get here soon enough. A perfect blend of storytelling, production value, and real-time RPG action, Square's next big thing is worthy of every hardcore and casual fan's library all the same. What I find truly frightening, however, is that despite the excellence of the product so far, it isn't even close to being finished yet. On track to be the best PlayStation 2 game ever made? I guess I'll find out this fall.

RAU



TITUS





## THE POST E3 ROUND-UP

PLAYSTATION 2 ::

### ZONE OF THE ENDERS: THE SECOND RUNNER

by David Smith

*Zone of the Enders* wound up becoming kind of an embarrassment to IGNPS2. We poured out love for the game all through its development, topped off with a Game of the Show award at the Fall 2001 Tokyo Game Show, and then...well, it didn't turn out to be all that good. It was one hell of a demo, but when the finished game came in, it amounted to that same demo, writ many, many times over.

This is why it's so distressing to feel the same thing happening again with *Zone of the Enders: The Second Runner*. The sequel is everything I loved about *Z.O.E* – crazy fast, crazier beautiful, and filled with some of the most gorgeous modern mech designs in the last 10 or 15 years. Meanwhile, they say they're fixing everything that was wrong with the first game, and while it's hard to believe it this early in the game, it's so easy to hope...

Hell with it. I can't help it. *Z.O.E 2* is just too much for me to stay cynical about. Watching the Jehuty shatter legions of giant robots while the new graphics engine draws all kinds of gorgeous new effects works on my brain like some kind of evil drug. My jaw drops, I start drooling, the slayers go up, and the rest of the office starts staring at me with that funny, "Why'd we hire him, anyway?" look. Maybe I'll have to take it all back next year, but it'll be plenty of fun while it lasts.

GAMECUBE ::

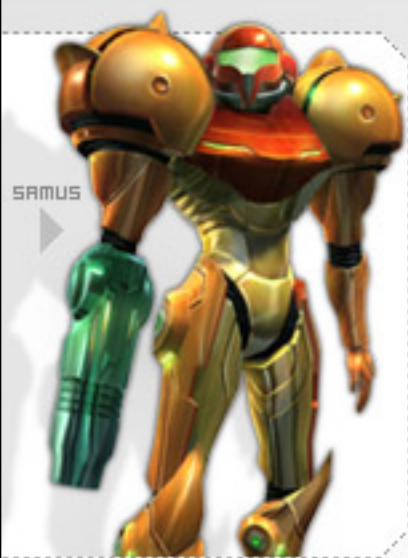
### METROID PRIME

by Fran Mirabella III

Nintendo's long-anticipated resurrection of its *Metroid* franchise finally made its glorious debut at E3 2002. *Metroid Prime*, developed by Retro Studios, was by far one of the most impressive titles at the show, garnering critical acclaim across the board and even the IGN "Best of Show" award. Shown in playable form, the one-level demo in Nintendo's booth was a throwback in everyway to the franchise's original gameplay. The main heroine, Samus Aran, lands atop a mysterious space station only to find that, once again, a rogue group is busy bioengineering a new army of dangerous creatures. Samus explores what appear to be the remains of a devastated laboratory, but soon encounters a huge boss figure. After defeating the beast, the station goes into self-destruct mode, leaving her little time to escape.

Fans of the original will know this reeks of influence from the original designs seen in *Metroid* and *Super Metroid*. What makes *Metroid Prime* great, though, is not just that it is doing a good job staying true to the series in concept design, but also core gameplay design. Now using a first-person perspective and a combat visor, players see through the eyes of Samus and encouraged to explore via use of a scanner. So, instead of focusing on just shooting, the demo proved that *Metroid Prime* was as much about exploration as its predecessors. In fact, shooting was largely used for opening doors, activating things, and, of course, fighting the boss in the demo.

The final element of rolling up into the morph ball, where the camera switched to third-person, simply bowled us over. Like in the previous games, it was integral to



## THE POST E3 ROUND-UP

GAMECUBE ::  
**METROID PRIME (cont.)**

exploring the area and even to gameplay. You had to use it to roll down a set of tunnels, passing through hundreds of small, seething insect-like creatures that would have overtaken Samus if she were standing upright.

All in all, it was a truly stunning demonstration of polished gameplay mechanics and a testament to Retro Studio and Nintendo's ability to bring the classic gameplay into 3D without ruining it. It's our pick for Game of the Show for obvious reasons, and a title that all gamers will want to keep an eye on.

GAMECUBE ::  
**SUPER MARIO SUNSHINE**  
*by Fran Mirabella III*

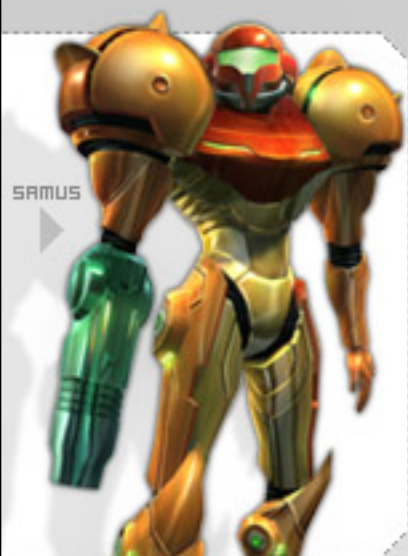
There's a simple rule of thumb that all gamers go by, whether they know it or not. When a game is fun – it just is. Sometimes you cannot put into words what elements make a game fun to play. Nintendo's flagship (albeit belated) GameCube title *Super Mario Sunshine* is very much like this. It has always been one of the most lighthearted, creative, and flat out entertaining franchises in the videogame world. As expected, *Super Mario Sunshine* continues on this same tradition with fresh, inventive gameplay that is purely amusing for no quantifiable reasons.

Nintendo places gamers in almost illegally vibrant 3D environments, filled with objects to climb, jump, and swing on. The worlds are absolutely huge and with no set path, one would think that players would be overwhelmed. Instead, *Super Mario Sunshine*, very much like *Super Mario 64* before it, is a collection of playgrounds. The six-level demo shown at E3 proved that Nintendo's design methodology is still just as tightly wound as it always has been. We didn't want to put the controller down, even if we were just jumping between buildings, climbing trees, or taking a swim. Nintendo gives the player total freedom to explore, but along the way there are obvious objectives to complete, driving the gameplay forward.

Mario's newest gadget, a water-pack strapped to his back, plays an integral role to the experience. The plotline calls for Mario to clean up graffiti and muck that has been strewn across this sunny, tropical island. It's a brilliant excuse to give Mario a well-balanced jet pack that useful for platforming, solving puzzles, and even turning floating objects into motorboats. Rest assured it's all addictively fun and every bit a worthy successor in the franchise lineup. Once again, it's a clear pick for one of the best games of the show thanks to that classic Nintendo touch and a splendid demonstration of something that is just plain fun.

GAMECUBE ::  
**LEGEND OF ZELDA**  
*by Fran Mirabella III*

When one of the most perpetually innovative game franchises shows up in playable form at E3, we take notice and give it much deserved respect. Nintendo's *Legend of*





## THE POST E3 ROUND-UP

## GAMECUBE ::

## LEGEND OF ZELDA (cont.)

*Zelda* is perhaps the most renowned game series ever created. It first captivated gamers in the mid-80s and hasn't failed to impress since. In 1998, *Legend of Zelda: The Ocarina of Time* was one of the most impressive, epic 3D adventures ever created. At E3 2002, Nintendo demonstrated the latest evolution in the series, *Legend of Zelda for GameCube*. Currently without a full title, little is known about the new adventure, except that Link is on a quest to rescue his sister. More surprising is that the game is entirely cel-shaded, setting out to be the first truly interactive cartoon yet. Of course, fans of the series have, no doubt, been aware of this for some time.

Fortunately, at E3 we were pleased to see that, despite the new art direction, *Legend of Zelda* on GameCube has stayed very true to the series' roots and, in fact, feels very much like an extension of *The Ocarina of Time*. Everything from the style of the dungeons, to the L-targeting, to the sensational boss fight felt as it should. Nintendo unveiled a few newer elements, such as the ability to pick up weapons that enemies leave behind – a concept used for solving puzzles – in addition to sailing.

So, we walked away from the five-level demonstration with proof of what we already knew going into E3. The new *Legend of Zelda* is poised to be every bit as good as its predecessors, namely *The Ocarina of Time*, making it one of the most impressive titles at the show. In fact, it was very difficult for us choose *Metroid Prime* as game of show over *Zelda*. In the end we chose *Metroid* for its originality, but if we could have given out two Best of Show awards, it's likely *Zelda* would have been there right alongside it.

## PC ::

## AGE OF MYTHOLOGY

by Steve Butts

Where to start? Let's begin by saying that at 9 a.m. on Day One of E3, Dan and Steve planned to be in one place – the *Age of Mythology* booth to watch the new trailer for the game and chat with Bruce Shelley. The intro to the game shows a lone soldier, armed in bronze, striding through a dark temple. As he touches the various tombs and inscriptions inside the temple, he has flashes of an enormous battle play out in his mind. Minotaurs and cyclopes and centaurs fight against one another until, finally, a large god awakens and rises up out of the landscape to lay waste to all around him. Not too shabby.

We can't help but be excited about this game for several reasons. The first would be Ensemble's remarkable track record in the real-time strategy genre. Countless developers are still using the classic *Age of Empires* model for real-time strategy design and, so far at least, there's nothing to beat it. Moving past the basic mechanics of the game, the mythological setting is another huge draw for us. The chance to fight against your enemies using armies of centaurs, Valkyries and dog-headed Anubises is absolutely impossible to resist. And with a whole host of divinely inspired divine powers, *Age of Mythology* shows what life was *really* like for ancient cultures. Before the history teachers started lying to us. As if that wasn't enough, the game runs through a remarkably beautiful engine with some fantastic visual effects and some really cinematic moments.



**THE POST E3 ROUND-UP**PROBE  
DROID

PC ::

**STAR WARS GALAXIES: AN EMPIRE DIVIDED**

by Steve Butts

Here's a secret: There are some games that we've been waiting for twenty years. Long before we even knew what form they'd take, we've anticipated the opportunity to jump right into the boots of our own Star Wars characters and join the struggle between the Empire and the Rebellion. Soon the leaders in the massively multiplayer market, Verant, will move beyond the success of *EverQuest* to make our dreams come true.

We got to see a lot of *Star Wars Galaxies* at E3 this year -- from running around on the Naboo city of Theed, to exploring Jabba's palace on Tatooine. And it's not just that the various settings we're familiar with will be included -- the team's even including lots of recognizable characters -- characters like Darth Vader and Boba Fett. You yourself will be able to pick from among eight races and design a set of skills that matches what you'd most like to do. You can be a wily smuggler or a timid diplomat or a crusty old spaceship mechanic. The team's also wisely keeping the details of Jedi training a complete secret. Better still, they're actually designing the path to Jedi mastery so that it's different for every player.

There's a better-than-good chance that the strength of the Star Wars brand combined with the incredible design and technology provided by Verant will finally bring us the long-awaited realization of our dream, a dream of another life long ago, in galaxy far, far away.

PC ::

**DOOM III**

by Ivan Sulic

CREEPY  
FAT GUY

For IGN Insider Emperor Jason Bates and I, the first morning of E3 involved a little waiting and a lot of hell. As bizarre as it sounds, both he and I were happy to leave all the joys of idly standing about behind us and willfully enter this demonic dimension, and ironically we happen to be the only two editors at IGN who aren't sadists.

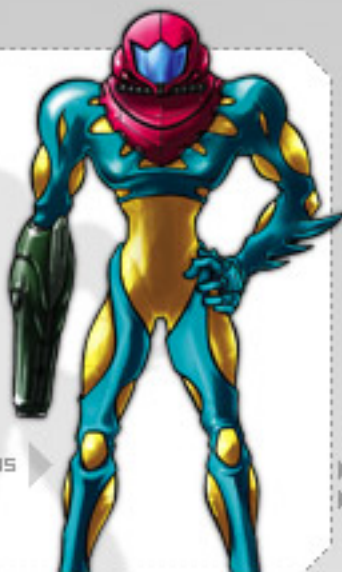
If one thing and one thing alone can be said about id Software, it's that the company makes some kick-ass technology. Or that they reside in Texas. (Either statement would suffice.) For years, *Quake* powered games have been riveting and rocking us with astounding consistency. Not ones to break from tradition, Carmack and co. are once again poised to shake the very core of PC gaming and send us all to our *DOOM*.

The title impressing us was never a concern. Graphically, what we've seen of the reportedly 100% feature complete technology behind *DOOM* is irreproachable and untouchable. I've always scorned other editors quick to profess undying love and affection for what they believe to be the best of the best. Too many times have we as gamers been promised much and delivered little. But with *DOOM*, I can honestly and confidently assert that it is the prettiest, most technically astonishing thing around.

It's hard to ascertain whether the game itself can live up to the grandiose programming that powers it. Forsaking its frantic, twitch-based roots and instead



## THE POST E3 ROUND-UP



SAMUS

PC ::

### **DOOM III (cont.)**

opting for a more *Aliens* vs. *Predator* or *System Shock 2* kind of panic, *DOOM III* may be different, but is still one of the more interesting prospects of this coming year.

Because it differs radically from its progenitors and because its foundation is sure to be that of some of this next-generation's best and brightest games, *DOOM III* effortlessly secures its place among our most impressive titles of E3 2002.

GAME BOY ADVANCE ::

### **METROID FUSION**

by Craig Harris

Last year, Nintendo briefly showed off what was in development as "Metroid IV" on video, and boy, did it look terrible. But what a difference a year makes when it comes to Game Boy Advance development, for the game, now known as *Metroid Fusion*, was definitely our pick for GBA game of the show. Funny how that works, huh?

While the GameCube gets an ambitious first-person shooter adventure for Samus' first outing in almost a decade, the Game Boy Advance *Metroid* title is an extension of the side-scrolling action/adventure released on the Super NES back in the early 90s. The graphic style and gameplay use the SNES game as a foundation, so players assume the role of our gravity-suited heroine and blast aliens on an infested world. The Game Boy Advance game adds a few peppers to the gumbo, though; the "fusion" element is part of the gameplay, with players needing to "fuse" their suit with alien energy in order to replenish the shielding and weaponry. Extra abilities, such as the familiar ball-roll power, must be obtained by defeating a giant alien boss creature and fusing with its energy. Players also have a few new techniques in their arsenal, including the ability to climb up ledges, ladders, and swing hand over hand along specific ceiling surfaces.

Though Nintendo was spouting "Connectivity!" at the top of their lungs, it doesn't look like *Metroid Fusion* will connect to the GameCube *Metroid Prime* in any way...even though they're both scheduled for release on the same day this November. A shame.

GAME BOY ADVANCE ::

### **LEGEND OF ZELDA ADVANCE**

by Craig Harris

We all knew our favorite adventure was coming to the Game Boy Advance in one form or another, and we all had a sneaking suspicion that Nintendo was going to create a portable version of its outstanding Super NES game *Legend of Zelda: A Link to the Past*. And E3 pretty much clinched it...Capcom, developer of the past two *Legend of Zelda* games on the GBA, is the team responsible for porting over all of



LINK

## THE POST E3 ROUND-UP

### GAME BOY ADVANCE ::

### LEGEND OF ZELDA ADVANCE (cont.)

the graphics, sound, and story elements of *A Link to the Past* to the Nintendo handheld. It will be nearly perfect in every way. Well, it will be more than perfect, actually...

For the first *Legend of Zelda* game for the Game Boy Advance, Capcom and Nintendo have created a brand new mode that takes advantage of the handheld's communication abilities. The Four Swords is a separate game option in *The Legend of Zelda Advance* that lets up to four players get in on the familiar Zelda action at the same time. By linking up their GBA systems, each player takes control of an individual Link character and has to work with each other and against the opponents to get through a series of challenges. Some elements, like slide blocks or doors, won't function without all four players working side-by-side, so slackers falling behind will keep the rest of the crew waiting. The challenge is to collect the most rupees by the end of the dungeon.

### GAME BOY ADVANCE ::

### e-READER

by Craig Harris

Of course, we can't talk about E3 without mentioning Nintendo's fascinating device, the e-Reader. Later this year, Nintendo will produce trading cards encoded with a special strip that, when scanned on the e-Reader device plugged into a Game Boy Advance, will be converted to game data on either the Game Boy Advance or GameCube. This peripheral/cartridge unit has already been released in Japan, but it's being redesigned for the US audience. The Japanese unit actually physically blocked the link port on the Game Boy Advance, but in the remodeled version, the link port will be passed through to the other side of the peripheral. This becomes very important in how the e-Reader works in future GameCube games.

Late this year, Nintendo will release a series of trading cards based on its GameCube title *Animal Crossing*, which will enable players to collect and scan in furniture, clothing, textures, music, and other items that can be instantly used in the GameCube game. Nintendo will also release a series of *Game & Watch* cards that will reproduce the simple LCD games on the Game Boy Advance with a swipe of a card. And, of course, the next batch of *Pokémon Trading Cards* will have an e-Reader strip that will feature character data as well as mini-games to unlock on the GBA. The unit has huge potential and is currently scheduled for release this September.

**With these up-and-coming game heroes on the way, the future of gaming looks bright indeed. To learn more about these software giants, be sure to check out each of the IGN channels for our full preview and media coverage. ■**







**Fran Mirabella III**

## This Month in GameCube ::

Every year we see brand new sports titles that take things to the extreme, sometimes even completely over the top. Electronic Arts brought us *SSX Tricky* and *NBA Street*, Sega snuck *Soccer Slam* by the keeper, and Midway, a pioneer of quarter-popping "on-fire" extreme sports, offered GameCube its new line of extreme titles including *NHL Hitz 2002* and *NFL Blitz 2002*. Additionally, *Red Card Soccer 2003* was just released and Midway isn't stopping there. It has a lot more in store for Nintendo's next-generation console, making the company a majority owner of the genre type. In the near future Midway promises that *NFL Blitz 2003*, *NHL Hitz 2003*, and the newly created *MLB Slugfest 2003* will become staples for fans interested in crunching a few bones with their touchdowns, goals, and homers. In this issue of Unplugged you'll find previews of the three titles base on our hands-on time with the products, and if you don't read them we'll give you a black eye. We clear? Good. Now go read and enjoy...or else.

For more Cube news, reviews, previews, and more, visit <http://cube.ign.com>.



## Featured Previews ::

**030 :: MLB Slugfest 20-03**

**031 :: NFL Blitz 20-03**

**032 :: NHL Hitz 20-03**



### Preview :: NFL Blitz 20-03

Midway returns with more depth and focus on one of its biggest franchises.



### Preview :: NHL Hitz 20-03

Hockey – the way it should be.

## Editor's Most Wanted ::

- 1 :: Metroid Prime
- 2 :: Legend of Zelda
- 3 :: Super Mario Sunshine
- 4 :: Star Fox Adventures
- 5 :: Super Monkey Ball 2

## Office Abuse ::

**J. Boor, currently a Midway employee, formerly worked at IGN. Scary.**



GameCube :: Preview

## MLB SLUGFEST 20-03

No-holds-barred hands-on – the catcher isn't the only player who needs a faceguard.

As with all its sports titles, Midway is taking things to a whole new level by capitalizing on a no-holds-barred attitude. Having brought gamers the arcade influenced *Showtime*, *Blitz*, and *Hitz* franchises – covering the sports of basketball, football, and hockey – the company decided it was high-time it brought the same hard-hitting action to America's favorite pastime: **baseball**. The little kid inside of us all wants to hit homers like there's no tomorrow, and if you get a bit peeved at the competition, why shouldn't you be allowed to bend a few rules? Midway of course is all too aware that making games fun means straying a bit from reality. So, when we went hands-on with *MLB Slugfest 20-03* we were pleasantly surprised to find the makings of another entertaining Midway sports title.

*Slugfest* is very easy to pick-up-and-play. Because there are so many rules to bend, you really can just experiment to see what happens. Our first test involved beaming the batter with a wicked pitch. As it turns out, you can actually aim at different parts of the batter's body whereupon a different, often quite comical animation will be triggered. However, it's not just all a big drama. By beaming the batter in a certain part of his body, you will affect his statistics. So, if you really nail him in the thigh it's very likely he'll have a harder time running to the base. Of course, Midway wasn't so naïve to let this get completely out of control. There are repercussions to being such a ruthless pitcher. It varies from batter to batter, but after a few hard hits they're going to become agitated – very agitated in fact. The batter will lose his temper, begin to smoke, and charge the mound. Due to

MLB licensing Midway was unable to actually show the pitcher take the hits, but they will cut to another teammate such as the first baseman cringing in the direction of the mound where sounds of pain can be heard.

Additionally, the batters and runners will have offensive options too. You can call upon a turbo button in hopes of getting a homer and when you're on base you can attempt to steal by introducing the competing team to your fists. It won't always work, but it is an option. If you're running to a base where the ball has already been received, you're not necessarily out either. You can attempt to knock him off kilter with a hard hit and land safely. There's a lot of freedom to all this, so you can get caught in some pretty heated melee battles of sorts.

All in all, *Slugfest* is shaping up nicely for its release on GameCube this August. It's an arcade game at heart that may be a bit lacking in depth, but if you enjoy the fun on the immediate surface you should be in for a real treat.

– Fran Mirabella III ■



PlayStation 2 Screenshot



PlayStation 2 Screenshot

### Details ::

Publisher :: Midway

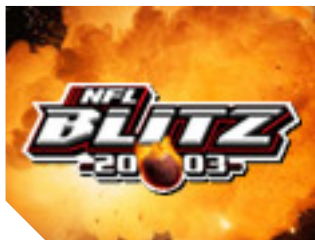
Developer :: Midway

Genre :: Sports

# of Players :: 2

Release Date :: August 2002





GameCube :: Preview

## NFL BLITZ 20-03

Midway returns with more depth and focus on one of it's biggest franchises.

Midway is taking a more aggressive attitude and really pushing to make Blitz more than just a coin-op type game. Instead of looking at *Blitz 20-03* from the standpoint of it being an arcade game brought to consoles, the company really wants to make it something that has more to it than just multiplayer appeal. First and foremost Midway has brought players a Franchise mode with the 2003 version. This has really been what separated *Blitz* from the rest of the pack. It has always had great pick-up-and-play value, but it hasn't ever really been too keen on offering up a deep single-player experience. So, this time around Franchise mode will be a major focus. Midway says that it's not going to be something you can just cruise through. There's going to be plenty of tough competition to face, so you'll need to really hone in on your skills. You can create players and a whole team with a slew of options. Some of the already created fantasy players are quite awesome. You'll be able to crack some skulls with Mr. Hot Dog, a Pirate, a Blubber-Gutted Man, and even a Dolphin. This is a list of the dozens that are available.

On the technical side, *Blitz 20-03* looks to play pretty much like it did last year. There will be some more plays and you'll have a bit more control over them, but it's nothing drastic. *Blitz* will always be *Blitz*, but that's what makes it so entertaining. It's sporting very similar visuals to what we saw last year and still draws upon the multi-platform RenderWare engine. So, if you didn't have any problems with how *20-02* looked, you shouldn't have any problems with this year's version. One thing to note is that Midway is really pushing hard to have a solid 60 frames per second no matter what's happening on the screen. What we've seen so far seems to indicate this could happen.



PlayStation 2 Screenshot

The title is set for release on GameCube this holiday season. If you don't own *Blitz 20-02* it should definitely be worth a look. However, if you have the latest *Blitz* you'll definitely want to await our more in-depth appraisal of the final product. – **Fran Mirabella III** ■



PlayStation 2 Screenshot



PlayStation 2 Screenshot

### Details ::

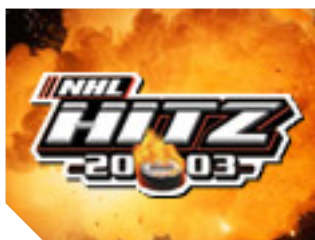
Publisher :: Midway

Developer :: Midway

Genre :: Sports

# of Players :: 4

Release Date :: **November 2002**



GameCube :: Preview

## NHL HITZ 20-03

Hockey – the way it should be.

Like with its entire "on-fire" sports lineup, Midway is working diligently on beefing up what it believes to be an already great arcade hockey game, *NHL Hitz 20-03*. The franchise just began last year, but received good reception when it was released to consumers at the end of 2002. Hockey is a sport already bubbling with a little rage and violence, so it was no wonder that somebody didn't bring the concept into videogame form sooner. So, with *NHL Hitz 20-03* Midway really hopes to give players everything they're looking for. Like before, you're still able to quest for the cup (not Stanley) and take your team to the top in a rewarding Franchise mode. As we've seen in Midway's other forthcoming franchise upgrades such as *Blitz 20-03*, the company will be bringing a diverse create-a mode to the table. You will be able to customize your player from top to bottom including outfit, number, height, chin size – everything. There are also a vast number of stats to upgrade. So many we lost count. But, trust us, it's a lot.

One of the biggest changes to the series though is how the ability to catch on-fire works. In *Hitz 20-02* players would score consecutive goals to earn on-fire. Listening to how gamers liked and, more often, disliked earning on-fire status this way, Blackbox has retuned the engine to offer it up in a completely different way. Now you have a meter that will progressively fill up over the course of a game. Of course the better your moves and making goals will fill it up more quickly. Once full, you can power-up any player with the press of a button. However, aggressive players have the option to hold off and attempt to fill up the bar once again on top of the available power-up fuel. If you let



the meter fill up completely this second time, you can power up your entire team. It's tempting, but as you might guess it's a gamble.

There's also a completely new Hockey School session separate from the usual mini-games. Here you'll listen to a coach narrate you through the motions as you learn your moves. You'll be taught how to skate and turbo, dump the pick, shoot one-timers, and a number of other things. Naturally completing the course will unlock a fantasy ring. How's that for a reward?

All things considered, *Hitz 20-03* seems to be shaping up to what it should have been last year. The new concepts and extra coat of polish should go a long way to make it appealing when it releases for GameCube this September. However, as with any upgrade to a previous game, you'll definitely want to stay tuned for updates to see if there are enough extras and upgrades to make it feel like a truly new game. -- **Fran Mirabella III** ■



### Details ::

**Publisher ::** Midway

**Developer ::** Blackbox Games

**Genre ::** Sports

**# of Players ::** 4

**Release Date ::** September 2002





picture  
not  
available

**Alan Smithee**

## This Month in Xbox ::

It's always around this time every year that our eyes are opened to the wicked cruelty of E3. There was all the build up and preparation and scrambling on our part, all of the stress and excitement of the show itself and now the post-show depression. It all just ticked by minute after minute, hour after hour and day after day. Now it seems like it never happened. The show floor packed with piles and piles of wonderful new Xbox games was open for 24 hours total, but now all we have to show for them are a few movies, some screens, impressions and fuzzy memories. We won't see most of these games until the fall, just before they're scheduled for release. It's then and only then that we'll have the re-affirmation that we were there, we did really play those games and it all wasn't some sick, twisted, sleepless and exhausting dream.

For more Xbox news, reviews, previews, and more, visit:  
<http://xbox.ign.com>.



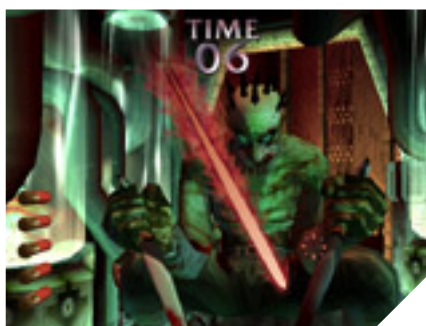
## Featured Preview ::

**034 ::** Big Mutha Truckers

## Also In This Issue ::

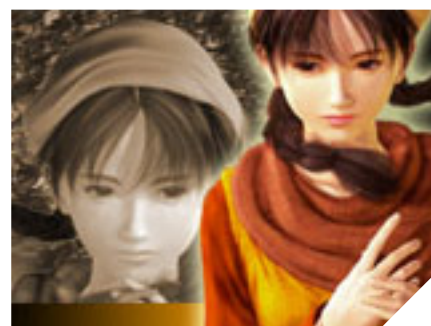
**035 ::** Preview: House of the Dead 3

**036 ::** Preview: Characters of Shenmue II



## Preview: House of the Dead 3

Make nice with the zombies or they'll eat your brains.



## Preview: Characters of Shenmue II

We take a look at some of the folks you'll be meeting in Yu Suzuki's latest epic.

## Editor's Most Wanted ::

- 1 :: Brute Force
- 2 :: Project Ego
- 3 :: NCAA Football 2003
- 4 :: Halo 2
- 5 :: CounterStrike

## Office Abuse ::

For the 6th month in a row, one of the Xbox editors has forgotten to put their name on their files for Unplugged.

Welcome the new Xbox editor,  
Alan Smithee (look it up).

**Xbox :: Preview**

## BIG MUTHA TRUCKERS

Find out more about the truck driving game with the great name.

**All of the games** that have been, ah, inspired by the wonderful *Grand Theft Auto 3* are beginning to show up right on time and you knew the 18-wheeler variation couldn't be too far off. Empire Interactive is bringing Eutechnyx' *Big Mutha Truckers* to Europe with no definite plans for releases in other territories. But, honestly we don't see how the Brits, French and Germans could be down with a redneck, big rig truck driving game more than the originators of redneck truck driving, the lovable Americans. That's damn near gimmick infringement.

The *Grand Theft Auto 3* comparison comes from the fact that you're one of four siblings competing for the family fortune and thus you have 60 days to haul as much stuff for as much money as possible. This means smuggling, boys and girls. Moving products that command the most dollars often involves avoiding run-ins with the authorities so you'll need a supped-up rig and some cash to grease the palms of corrupt law enforcement officials. Remember that's why Han Solo wanted to charge Obi Wan Kenobi and the boy so much for that trip to Dantooine. Avoiding any Imperial entanglements was the real trick wasn't it?

But the criminal element continues. You have to hangout in local drinking establishments to get missions and by upgrades and equipment necessary to make your hauling easier. You have to make decisions about buying a new refrigerated trailer, for instance, because it's a huge investment but then you can haul precious perishables and other pieces of meat that need to be hauled.

The customization options include new paint jobs for your rig and other goodies like spoilers and lights. Improvements like the spoilers will enhance your truck's performance, thus allowing you to get from point A to point B with ease. The map in *Big Mutha Truckers* will open up with new destinations as you complete missions. There will be multiple cities connected by multiple roadways, so you'll have to learn your favorite shortcuts and memorize them like the back of your hand. The game's producers have said that to cross from one end of the map to the other in real-time would take somewhere around 20 minutes. That should give you an idea of how far you'll be hauling goods in that *Big Mutha Trucker*.

The numbers on BMT sound fairly impressive as well. You get 20 wide ranging and open-ended missions, meaning you can complete them the best way you know how using all of your wit and skills. Five unique towns to visit, but they're awfully spread out and with all kinds of

obstacles and dangers on the way. The four characters and four basic truck types are tied to each of the four siblings who are competing for the inheritance big Mama's offering. You'll be assuming the role of one of the characters, so you'll only have to worry about the other three, but they'll be looking to upgrade and haul the same lucrative loot as you. No word on customizable soundtracks for this game, but if you're into *Big Mutha Truckers* you already should know the words to "The Devil Went Down to Georgia" by heart so you can rap to yourself. — **Alan Smithee** ■



### Details ::

**Publisher ::** Empire Interactive

**Developer ::** Eutechnyx

**Genre ::** Racing

**# of Players ::** 1

**Release Date ::** TBD



**Xbox :: Preview**

## HOUSE OF THE DEAD 3

Make nice with the zombies or they'll eat your brains.

**Zombies suck.** There's no way around that. Eaters of the flesh have never been known for their social graces, what with their need to gnaw on fresh brain and their general state of decay. Perhaps zombies would be more inclined to sit down for a spot of tea if people weren't always blowing off their limbs. No one has made a tea and crumpets with the undead game, and it appears no one ever will. WOW Entertainment brings the third installment of the *House of the Dead* series to Xbox this Halloween and once again it's all about blasting zombies.

Fortunately, destroying zombies is fun. Anyone who's played the previous *HOTD* games knows what to expect from *House of the Dead 3*. A variety of undead creatures are threatening the health and safety of the world's citizenry and it's up to you and (if ya got a friend) your partner to save the world from the uglies. To do so, you must kill everything bad in sight while attempting to preserve the lives of innocents.

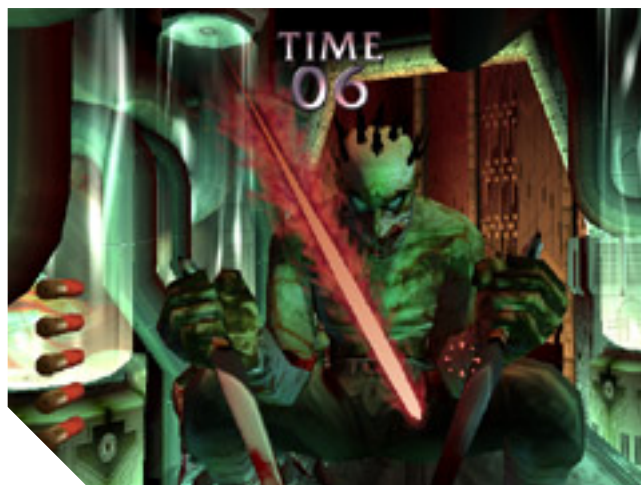
The undead come in the form of your standard moan and groan zombies to slithering snakes to horrid flying beasts. *House of the Dead 3* is your standard arcade gun shooter, though in the comfort of your own home, you'll need to purchase your own light gun to do the shooting. The controller is always a second option, but that really defeats the genre. This is the first major roadblock in viewing *HOTD 3* for Xbox. See, there is no light gun yet for Microsoft's nine-pound machine.

Forced to use a controller to aim and shoot, it's hard to really judge how much fun another *HOTD* might be. Third-party light guns are in development and should be out in time for *House of the Dead 3*'s October debut. But a light gun game can only be as good as the light guns made for it, meaning a lot is riding on those third-party developers.

Originally a cel-shaded game, *House of the Dead 3* holds a few cel-shaded elements, but remains visually based on the previous two versions. The color palette is more appealing in the latest version, but it's really more of the same. So if you love shooting zombies, you'll probably dig the game. But if you're the kind of bloke who wishes to resolve things peacefully, this isn't for you.

Gamers can expect some nice visuals, plenty of dismemberments, branching paths, and utterly horrendous dialogue. *House of the Dead 3* is set to ship just in time for All Hallows Eve, a perfect setting for picking up a bright orange gun and busting a cap in your TV screen.

— Hilary Goldstein ■



### Details ::

**Publisher ::** Sega

**Developer ::** WOW Entertainment

**Genre ::** Action

**# of Players ::** 1-2

**Release Date ::** October 2002



Xbox :: Hands-On

## THE CHARACTERS OF SHENMUE II

We take a look at some of the folks you'll be meeting in Yu Suzuki's latest epic.

The original *Shenmue* for Dreamcast was an ambitious RPG, where every drawer in a house could be opened, every door could be knocked on, every person could be spoken to. Telling the story of young Ryo Hazuki's search for vengeance, *Shenmue* was a success both in Japan and in America. The story was to span several sequels, making it a true epic. But with the decline of the Dreamcast, *Shenmue*'s future lay in doubt.

Though *Shenmue II* was released in Japan and Europe, it never made it to American shores. Things are about to change as *Shenmue II* nears completion for Xbox. Those who have eagerly awaited the sequel will finally get their wish, *Shenmue II* ships this fall in America. At the conclusion of *Shenmue*, Ryo had just boarded a boat headed for Hong Kong. *Shenmue II* continues Ryo's journey as he arrives in Hong Kong. To whet a few whistles, here is a look at some of the characters you'll meet in the second installment of Yu Suzuki's masterful RPG.

### Ryo Hazuki

The hero of *Shenmue*, Ryo is a hotheaded young man who always finds himself in trouble. His mother having died while he was still young, Ryo grew up dependant on his father. When his father is murdered by the mysterious Lan Di, Ryo sets out to avenge his father. Ryo's search for truth and vengeance unfolds throughout *Shenmue* and its sequels.

### Lan Di

Murderer and mystery man, Lan Di is incredibly powerful. Using a form of martial arts thought long dead, Lan Di seeks ultimate power for a purpose to terrifying to allow. Only Ryo can stop Lan Di from achieving his sinister goal.

### Shenhua Ling

A mysterious girl, Shenhua grew up in China. Though quiet and reserved, she is strong and will be an asset to Ryo in his quest for answers.

### Joy

Outgoing and a bit bombastic, Joy travels the alleyways of Hong Kong on her motorcycle. She's one of the first people Ryo meets and helps him out of hairy situations repeatedly.

### Fangmei Xun

Just fourteen, Fangmei works at the Taoist temple to repay them for adopting her. She is kind and cheerful and likes brooding young men from Japan. Fangmei enjoys taking care of people and is respectful of her elders.

### Xiuying Hong

What sorrow lies behind those beautiful eyes? A master of martial arts, Xiuying is well-versed in Chinese culture and history.

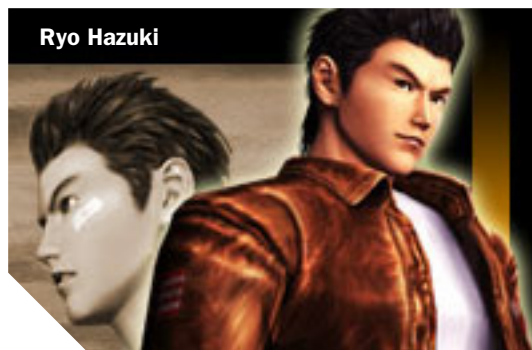
### Wuying Ren

Leader of The Heavens, Wuying Ren is a quick-witted and charismatic gambler. Obsessed with money, Ren may not be the wisest person for Ryo to befriend.

### Wong

A young boy who makes an unfavorable impression upon Ryo's arrival in Hong Kong. Though he runs with thieves, Wong has a good heart and may be willing to help Ryo in his quest.

Ryo Hazuki



Shenhua Ling



Lan Di



## Details ::

**Publisher ::** Microsoft

**Developer ::** AM2

**Genre ::** Adventure-RPG

**# of Players ::** 1

**Release Date ::** Fall 2002

— Hilary Goldstein ■





**David Smith**

## This Month in PS2 ::

Well, we made it home from E3, and only one editor suffered significant health repercussions as a result. That's actually pretty good luck. 2002 also set a record for minimal drunken antics from the IGNP2 editorial team – for the most part, we just slept at night.

So we now return home for the long, dark night of the videogames business that is summer. In our neck of the woods, nothing happens in the summer. Kids are out of school, sure, which might give them more time to play games, but civilization has thankfully not collapsed to the point that the majority of America's youth would rather be staring at a TV screen than getting some fresh air this time of year. As such, there is minimal news on the wire, few good games hitting the shelves, and generally not a whole lot for us to do with our working days.

Which is why we're all gearing up for vacation, from Tokyo to Oregon to beautiful Chapel Hill, North Carolina. PhilCon 2002, here I come!

For PS2 news, reviews, previews and more visit <http://ps2.ign.com>.



## Featured Preview ::

**038 :: Tenchu 3: Wrath of Heaven**

## Also In This Issue ::

**039 :: Preview: War of the Monsters**

**040 :: Preview: True Crime: Streets of L.A.**



### War of the Monsters

Twist some more metal on a gigantic scale.



### True Crime: Streets of L.A.

A first look at Activision's massive city-wide brawler.

## Editor's Most Wanted ::

- 1 :: Ikaruga
- 2 :: Tokimeki Memorial Girl's Side
- 3 :: GunGrave
- 4 :: Dead or Alive Xtreme Beach Volleyball
- 5 :: Trigun – The Planet Gunsmoke

## Office Abuse ::

Doug has disappeared for two weeks, Jeremy is being stalked by mysterious figures from his past, and Dave Smith is all messed up on drugs right now.



# TENCHU 3

WRATH OF HEAVEN

PlayStation 2 :: Preview

## TENCHU 3: WRATH OF HEAVEN

Rikimaru returns for the world's most realistic ninja simulation.

During the heyday of the PlayStation's five-year cycle, one of the most sophisticated game elements to be introduced was stealth. *Metal Gear Solid* led the charge with technical finesse and movie-like production values, but games such as *Tenchu* also ushered in their own kind of stealth aspects with great success. The original *Tenchu* was perhaps one of the most genuine of the bunch, being that it was a game entirely about stealth and being a ninja.

Fast-forward to four years later, and Activision is working on a third title for North America (there was another version of *Tenchu*, a kind of greatest hits level compilation too, but it never appeared in the US), *Tenchu 3: Wrath of Heaven*. Though fans of the series will debate the outcome of the first game until they're blue in the face, the game's hero Rikimaru didn't die at its conclusion, and we know this for a fact because he is the lead character in *Tenchu 3*. The faithful assassin with the upstanding moral convictions enters into this new episode face-to-face with treacherous warriors and wanton warlords, weaving together the artful and dark atmospheres and environments of the first two PS games with more realistic effects and more cinematic production levels.

No longer in the hands of the original development team, Acquire, Japanese developer K2 already looks to bring its own set of tools to the series while being careful to maintain the look, feel, and particular style of *Tenchu*, a game that's very essence is based on extreme caution. Following a rather traditional RPG style of progression, K2's Rikimaru now earns skills and abilities through stealthy kills. Using the Japanese codex of ancient symbols to represent individual ninja skills, K2 enables

Rikimaru to earn these through alternative methods of attack and surprise. By gathering three items of each symbol, Rikimaru is rewarded with a new skill, from stealth kills to shadow art, which also permits our dark assassin to return to previously unavailable locations.

Staying true to the series, K2 has kept many aspects of the original series intact. Gamers can play as Ayame, who plays through the same levels as Rikimaru, except with different approaches, objectives, and through different sections of the locations. Various characters from the past appear, including family members and friends from previous conquests. K2 also plans to tweak and improve the controls (which fans of the series will truly appreciate) with fluid digital and analog inputs, allowing characters to crouch, crawl, throw shurikens, seize enemies' weapons to use against them, and more.

*Tenchu 3: Wrath of Heaven* should be more than just an upgrade, it should provide more finesse, cinematography, and stealthy action than either of the first two games in the series. — Douglass C. Perry ■



### Details ::

Publisher :: Activision

Developer :: K2

Genre :: Action-Adventure

Number of Players :: 1

Release Date :: Fall 2002





## WAR OF THE MONSTERS

PlayStation 2 :: Preview

# WAR OF THE MONSTERS

Twist some more metal on a gigantic scale.

The Japanese word "kaiju," translated literally, means, "mysterious beast." But what it really means is "giant monster," e.g., Godzilla, Gamera, King Ghidora, and all those other rubber-suited heroes of B-grade disaster movies past. The literal meaning has some bearing on this game, though, because until we played it at E3, it was as mysterious as its beastly cast. Incog, the maker of *Twisted Metal: Black*, was following up its first hit with...a giant monster fighting game?

When you think about it, though, this is a pretty unscrewupable premise for a fast-paced action game. *Rampage* became an enduring favorite thanks to the same cool concept, and even its endless modern rehashes packed a little fun in the short term. Unlike its spiritual

ancestor, however, *War of the Monsters* doesn't settle for hanging on the coattails of the past. It uses a versatile 3D engine to build in all kinds of new, constructively destructive gameplay.

*Twisted Metal: Black* did some interesting stuff with environmental interactivity. The levels weren't static – you could blow up the scenery, activate hidden mechanisms, and throw huge scripted sequences into motion. *War of the Monsters* builds on that same idea, making nearly everything in the environment interactive. If it's made out of polygons, your kaiju avatar can pick it up, break it off, wind up and throw it, or just smash it with typical monstrous petulance. Each monster has different special attacks and abilities, but the whole level acts as an equalizer, where creative use of weaponry or a dropkick off a skyscraper can suddenly turn the tide.

The key to strategy in *War of the Monsters* is learning not to feel constrained by a fighter's basic abilities. Using environmental objects can make up for weaknesses. The giant ape-beast has poor ranged attacks in comparison to his robotic foes, but that doesn't mean he can't make up for that (just get a good fastball grip on a nearby tanker truck). By the same token, some of the other monsters are weak hand-to-hand (the giant praying mantis, for example), but he can do more damage if you bean an opponent with a passing cruise ship.

Of course, mindless destruction is as much fun or more so than simple victory over the other three monsters wrecking the city. This point bears reiterating: If you can see it in this game, you can smash it, until there's nothing left but bare foundation. If that doesn't sound like fun, well, what on earth do you play videogames for? This is a great concept, and it's especially encouraging to see Incog working on an original title for its sophomore effort. *Twisted Metal: Black* was a dynamite sequel, but there's nothing like something new. – **David Smith** ■



## Details ::

**Publisher ::** SCEA

**Developer ::** Incog, Inc.

**Genre ::** Action

**Number of Players ::** 2

**Release Date ::** Summer 2002



## TRUE CRIME

PlayStation 2 :: Preview

# TRUE CRIME: STREETS OF L.A.

A first look at Activision's massive city-wide brawler.

It's a long way off, but we're marking April 2003 on our calendars as a month to look out for. The suspected release date for Luxoflux and Activision's mammoth genre-buster *True Crime: Streets of L.A.*, a plethora of hopeful editors in the IGN office are eagerly counting the days leading up to the game's debut.

Best described as a combination of *Max Payne*, *Headhunter*, and the all-time favorite *Grand Theft Auto 3*, *True Crime* follows the exploits of Nick Kang, a former policeman and roguish special forces agent. On a quest to expose a Russian and Chinese Mafioso money-laundering scheme, Nick quickly becomes embroiled in a plotline that ties in with his own rugged past and mysterious beginnings. Paired up with his martial arts instructor brother who will teach our hero additional techniques throughout his progress in the game, Kang is bound and determined to close this case and send the bad guys all the way down to Hades.

Broken into three different genre types, Activision's gritty effort should have something for everyone. As players can not only hop into any car they like and go careening down the Los Angeles back-streets and highways (and they're all in there, mapped to perfection to reflect their real world counterparts), but they can also load their pistol and blast a couple of evildoers directly in the face. Borrowing heavily from intense bullet sequences like the ones found in *Headhunter* and *Die Hard Trilogy*, the run-and-gun powder keg that makes up this particular action sequence is lava-hot! A faithful recreation of loner cop movies through and through, the action plays out flawlessly even in its early cycle.

Of course, the coolest genre section would have to be the hand-to-hand combat. Resembling many popular Hong Kong kung-fu films, the realistic fight sequences are motion-captured homages to all your favorite fight scenes. With breakable objects, interactive backgrounds, and a ton of things to manipulate, aspiring ass-kickers could spend hours just sparring with ruffians alone.

A "came-from-nowhere" surprise at this year's Electronic Entertainment Expo, and slated for the Xbox and GameCube in addition to the PlayStation 2 version for a simultaneous launch early next year, *True Crime: Streets of L.A.* is fast becoming one of the true successors to the other high profile grit-kicker *GTA 3*. A mover to be sure, we'll be keeping our eyes very close on this one.

— Jeremy Dunham ■



## Details ::

**Publisher ::** Activision

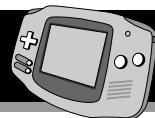
**Developer ::** Luxoflux Corp.

**Genre ::** Action-Adventure

**Number of Players ::** 1

**Release Date ::** April 2003





**Craig Harris**

## **This Month in GBA ::**

E3 has come and gone, folks, and I'm super glad it's behind us. Five days of pure, concentrated, non-stop work is not what I call a fun time, even if you folks think that the show is the Best Thing Ever.

Game tidbits seem to dry up the month before the show, with most companies holding onto their games and information for the show, which makes my job that much more difficult to do. When the show's over, these companies have no problem blabbing away about projects due out five years from now. But when E3's all done, it's actually a Very Good Thing for me, because that dry spell is now replenished with a virtual river of gaming news. While I was struggling for content in the beginning of May, one month later, I'm buried in games to cover.

The industry works in weird ways.

For more GBA news, reviews, previews, and more, visit <http://gba.ign.com>.



## **Featured Preview ::**

**042 :: Duke Nukem Advance**

## **Also In This Issue ::**

**043 :: Preview: Moto Racer Advance**

**044 :: Preview: Yoshi's Island: Super Mario Advance 3**



### **Preview: Moto Racer Advance**

Be prepared to be blown away by this GBA title.



### **Preview: Yoshi's Island: SMA3**

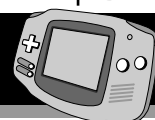
Nintendo will prove the GBA is more powerful than the SNES in this spot-on conversion.

## **Editor's Most Wanted ::**

- 1 :: Metroid Fusion
- 2 :: E-Reader
- 3 :: Legend of Zelda Advance
- 4 :: Yoshi's Island: Super Mario Adv. 3
- 5 :: Star Fox Adventures (GCN)

## **Office Humor ::**

**Craig did not partake in any of the free pickles at E3 this year.**



Game Boy Advance :: Preview

## DUKE NUKEM ADVANCE

The bad boy of gaming is coming back...on the Game Boy Advance.

**Duke Nukem for the Game Boy Advance** was originally scheduled for release last fall, but due to circumstances beyond developer Torus and publisher Rockstar, that date slipped to a To Be Determined status. The original plan for the first *Duke Nukem* on the GBA was to create a single-player first-person shooter for the GBA, but at the time of the game's release there were four FPS games scheduled that featured four player support...if all went according to plan, Duke's first GBA adventure would be the only first-person shooter on the system without multiplayer support.

Luckily, the development team got the extra time needed, and not only did the game get the multiplayer support it deserved, but it was retooled into a much nicer looking GBA game. The developers improved the 3D engine by adding floor and ceiling textures, as well as animated objects and more detailed sprites. It's as if the team went back and started from scratch for the Dukester's first portable adventure since the Game Boy Color game, which was also developed by Torus Games.

The game itself is based upon the original 3D Realms produced PC shareware game, but the actual scenario is completely original to the Game Boy Advance. Players, as Duke Nukem, must go through dozens of levels blowing away alien scum before these guys can pull off their evil plans of world domination. The GBA design features a gameplay environment similar to the PC game, giving the players the ability to play with tons of different weaponry, including the Shrink Ray that reduces the bad guys to the size of your foot. Splat. By holding down the L and R button, players can even look up and down at any given moment during the action – the first time this has been implemented in a GBA first-person shooter. Of course, it wouldn't be *Duke Nukem* without a flurry of one-liners...and they're all here, right in the cartridge. And, yes, four-player support. Now, GBA owners can link up and find out who's got the right stuff to be the manly Duke Nukem.

Rockstar hasn't set an exact release date for *Duke Nukem Advance*, but expect a release by this September. – **Craig Harris** ■



### Details ::

**Publisher ::** Rockstar

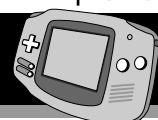
**Developer ::** Torus Games

**# of Players ::** 4

**Genre ::** First-Person Shooter

**Release Date ::** Fall 2002





Game Boy Advance :: Preview

## MOTO RACER ADVANCE

Prepare yourself to be blown away by this GBA racing title.

**There were only a few times** at this year's Electronic Entertainment Expo when I did a double-take while playing a company's Game Boy Advance game. Definitely the most obvious double-take was when I booted up Ubi Soft's *Moto Racer Advance*.

*Moto Racer Advance* is Adeline's GBA conversion of its console motorcycle racing game. The game features several different tracks and locations, with races that cut across deserts, jungle, and farmland. Players simply have to out-race either the computer opponents or, if the link cable is in use, as many as three human-controlled players.

Now this is far from the first time a behind-the-vehicle racing game has been made for the handheld hardware, but what Adeline is doing on the system is just too impressive for words. The game features incredibly detailed road textures with flowing hills and jumps that animate at a silky smooth 60 frames per second. But what's even more impressive is the engine's ability to draw the road distance seemingly up to infinity...get up on top of a hill and watch the course wind in front of you for miles, until it skews either off the screen or the horizon. It's extremely impressive to watch.

The game itself, at least the version at the show, still needed a bit of development time in the gameplay department, but with the graphics engine already as far along as what was shown, it leaves the developer the opportunity to tweak the other important issues like bike handling. Watch for a release this September.

— Craig Harris ■



### Details ::

**Publisher ::** Ubi Soft

**Developer ::** Adeline

**# of Players ::** 4

**Genre ::** Racing

**Release Date ::** September 2002



Game Boy Advance :: Preview

## YOSHI'S ISLAND: SUPER MARIO ADVANCE 3

Nintendo will prove the GBA is more powerful than the SNES in this spot-on conversion.

**Nintendo seems to have** a strange numbering system when it comes to bringing the *Mario* series to the Game Boy Advance. The first game in the *Super Mario Advance* series was essentially a redone version of *Super Mario Bros. 2*. Nintendo leapt over *Super Mario Bros. 3* and went straight to *Super Mario World* for *Super Mario Advance 2*. The next game in the series doesn't fill in the gap by giving players the game they skipped...instead, Nintendo's moving forward with what is arguable Mario's most technically advanced 2D adventure for *Super Mario Advance 3*: here comes *Yoshi's Island*.

Mario plays an important, but secondary role in this game. See, the game takes place when the plumber was just a baby. When a stork was delivering Mario and Luigi, Mario was "somehow" knocked from the pouch and landed on Yoshi's Island. Now it's up to all the colors of the Yoshi tribe to get Mario back home by jumping, hopping, stomping and eating their way through the dozens of hostile levels.

The original SNES game used the special in-cartridge FX-chip for many of the graphical effects in *Yoshi's Island*, but Nintendo's developers are going to show that, even with the cartridge processor, the GBA is more powerful than the 16-bit console. Enemy sprites, objects, platforms, and other items scale and rotate with incredible fluidity. Nintendo's designers worked with these effects to create some extremely clever level designs, and these effects aren't just in here to make you say, "Ooh, neat." Though the game is a direct port of the SNES title, the GBA developers have changed the Yoshi sounds to the grunts

and cute squeaks that were established in the N64's *Yoshi's Story*.

Nintendo will release the Game Boy Advance version of *Yoshi's Island* this September. – **Craig Harris** ■



### Details ::

**Publisher** :: Nintendo

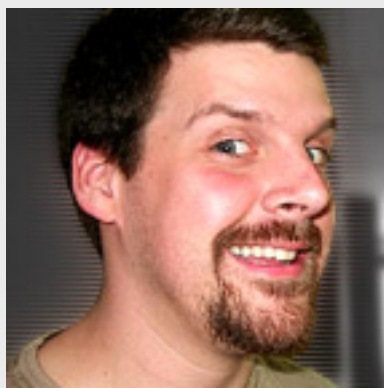
**Developer** :: Nintendo

**# of Players** :: 4

**Genre** :: Action

**Release Date** :: September 2002





**Steve Butts**

## This Month in PC ::

Sweet summer. The kids are out of school, blueberries are ripening on the vine and your neighbor's hosing off his house. And here you are reading a magazine when you should be playing kick the can with the other kids outside. But that's the beauty of the summer months; you're free to do whatever you want to. For instance, I'm free to get my Unplugged editorial copy in on time if I want to keep my job.

But like I said, I have plenty of time. The first few weeks of summer still find us bobbing ever so slightly in the wake of E3. Things settle down a bit and we're given the chance to catch up on some much-needed sleep and play through some of the games that we couldn't devote enough time to during the spring. For me that means more and more and more *Morrowind*. I love the hell out of the game but I must admit, the fact that it rains almost non-stop in *Morrowind* is just about to convince me to go outside and enjoy a little sunlight. Even it is the real kind.

For more PC news, reviews, previews, codes and more, visit <http://pc.ign.com>.



## Featured Preview ::

**046 ::** Mobile Forces

## Also In This Issue ::

**047 ::** Preview: America II

**048 ::** Preview: Starsky & Hutch



### Preview: America II

The first was too hard and too bland. Will this RTS series improve or force us to consume more booze?



### Preview: Starsky & Hutch

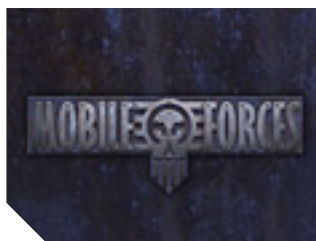
Any game that has Huggy Bear in it and allows me to use a little excessive force is fine in my book.

## Editor's Most Wanted ::

- 1 ::** *Age of Mythology*
- 2 ::** *Star Wars Galaxies*
- 3 ::** The GeForce 6
- 4 ::** An umbrella for *Morrowind*
- 5 ::** A private office

## Office Abuse ::

The big box on my doorstep that said Alienware was really just full of space age food containers.



PC :: Preview

## MOBILE FORCES

The tactical FPS is all the rave. Now *Rage*, known for stunning graphics and arcade gameplay, is taking its first stab at the genre and it comes with vehicles.

**Rage is about making pretty things.** It's what the company has been doing since its inception. The raucous UK developers don't hide from it either, they freely admit, through their many products, that graphics are prioritized throughout development. The trend probably started with *Incoming* and then exploded shortly thereafter. Ironical then that this, the company's first attempt at a first-person shooter, will not ever be known or widely praised for its visual sparkle. She's not the belle of the ball, this team-based actioner. In fact, she's not even homegrown.

The engine is *Unreal Tournament* with enhancements. Despite the company's misleading claims to the contrary, this is not "next-generation Unreal," static meshing on the environments or not. Now, it may be the very first FPS for *Rage*, and it may be based off of a third-party's technology, but it is at least being headed up by industry talent plucked straight from the development houses that brought us the memorable *GTA III*, forgotten *Wild Metal Country*, innovative *Silicon Valley*, and classic *Lemmings*.

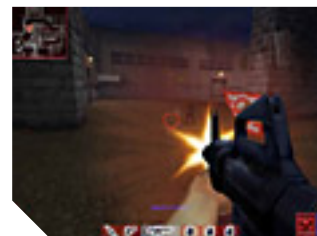
Already homely, licensed, and being made by "new people," it's good to see that at least the second precept of *Rage Software* will not be lost in the shuffle. Always maintaining lighting fast and entirely accessible but still lasting arcade play has long been a company motto – a de facto standard for its titles, actually – *Mobile Forces* holds true to this.

The eight modes of play that make up for what will be an otherwise straight red vs. blue game (yes, there are only the two teams) include old favorites and new originals. CTF, Deathmatch, and Domination are in there. But, it's the new modes like Captain (which necessitates that a team's captain be executed), Trailer (which requires a wagon full of explosives be driven into an enemy base) and Detonation (which has teams scrambling to each other's homestead with intentions of setting off explosive collars around the necks of the opposition) that will liven things up and keep the experience fresh. It helps that any of the modes can be played with or without bots on each of the game's 11 environments that move from docks to ice bases to western towns to industrial warehouses. Considerate, no?

Even with all this, the real meat of the game, that forbidden ox marrow *Loki* is always tempting kids to indulge in to piss off *Thor*, is in the vehicles. Four are present. Each controls very well. This is largely attributed to the physics applied. Working suspension allows tires to grip the rolling terrain and bounce with every bump.

Ramps can send cars flying, sniper bullets can deflate tires, and rockets will propel fiery chunks in a million different ways.

Fast, frantic, and arcade-y to the core, *Mobile Forces* may look realistic, but it plays more in the realm of the fantastic. With vehicles, a focus on proven team-based play mechanics, new and innovative modes, and classic *Rage* accessibility, it could be that next FPS diversion we all crave. – **Ivan Sulic** ■



### Details ::

**Publisher ::** Majesco

**Developer ::** Rage

**Genre ::** First-Person Shooter

**# of Players ::** 32

**Release Date ::** July 2002



·A·M·E·R·I·C·A·  
IIPC :: Preview  
**AMERICA II**

The first was too hard and too bland. We checked out the second trip to America. Will this RTS series improve or force us to consume more booze?

**Kentia Hall frightens me.** It's that large basement of the Electronic Entertainment Expo where the lesser Europeans are cordoned off. It's where promiscuous women with questionable scruples flock in droves, luring hapless attendees into their many booths with neatly kept faces, firm bodies, and soft songs. Like deadly poisonous fruits calling out to fat men to feed, they look sweet, smell sweet, and taste sweet, but they'll kill you, or at the very least make you sick.

But amidst all the makeup, classy foldout chairs, cups of warm water, vendors simply trying to sell games, and useless trinkets with no business in the business, there are actually real titles – titles that people will purchase and titles that people will play. The ultimate question then, is: Will *America II*, this real-time strategy game about which I am here to speak, be one of these titles?

The last *America* wasn't so great or so good. But this one promises to be refined and proper (to not suck, as the layman says). What I saw was very early, too early along in fact to tell whether the taint of the father has been washed clean. But at least this one is prettier.

Now rendered in what glory all three dimensions have to offer, *America II* will take gamers back into the old west and force them to harvest food, break stone, mine gold, chop wood, and weave leather. Pigs can be weaved, right?

What's interesting is that this five-tiered resource system will be directly tied into the game's units. For instance, some will require hunting or farming for actual food, while others, like the miners, will require mass quantities of alcohol to sustain themselves.

The engine that powers it all also promises to be competitive. Individuals can be made of a thousand or more

polygons and with the help of new technology, now have knees that bend, hips that sway, fingers that curl, and heads that track. I saw a Mexican with a knife. Since I know for a fact that every Mexican of that era wore elaborately designed sombreros and ponchos to conceal their many knives, I can at least attest to the authenticity of the game's aesthetics.

But the new technology promises to be more than just show. Units will now have weak spots. Anyone who takes a bullet to the back is going down, regardless of size or heart. This in turn means strategic placement of units may be paramount above sheer numbers. But since the pawns in an RTS game can turn rather quickly, it'll be interesting to see how this is balanced and implemented. Will managing orientation and attempting to exploit an enemy's backward positioning end up more of a burden than a blessing? Time will tell.

The old west is still a virtually untapped resource in PC gaming, so if anything, the game should certainly be fresh.

– Ivan Sulic ■

**Details ::**

**Publisher ::** Databecker

**Developer ::** German Related Designs

**Genre ::** Real-time Strategy

**# of Players ::** 8

**Release Date ::** Q2 2003



PC :: Preview

## STARSKY & HUTCH

Any game that features Huggy Bear and allows me to use a little excessive force is fine in my book. The classic cops show is reborn.

**Empire Interactive knows what boys like.** It's a company with its finger on the collective pulse of Male America. It understands the profound joy that we as a sex find in the simple things in life; namely, driving cars, shooting criminals, and brutalizing baddies. Enter *Starsky & Hutch*, the clever and timely capitalization of said joy.

Derived from and true in delivery to the classic and still cult favorite cops and robbers television show of the same name, *Starsky & Hutch* follows the exploits of two rugged plainclothes "undercover" policemen and their bartending streetwise compatriot Huggy Bear. But in many ways the TV show and game differ significantly. Most noticeably, the game is all about driving and shooting, whereas the original series' primary focus was on shooting and driving. Don't worry, bright orange shirts that reveal far too much unwanted masculine chest and silly pants will remain, if seen through this bizarre cartoonish adaptation.

Take a populated city not all that dissimilar to *Grand Theft Auto's*, though not nearly as densely compacted as *Crazy Taxi's*, drop the now nearly animated *Starsky & Hutch* into their infamous Gran Torino with racing stripe, and charge them with chasing down and then shooting at the bad guys. Play breaks down into a marriage between *Tokyo Extreme Racing* and classic *Twisted Metal*.

As each level begins, a set amount of viewer ratings (what equates to a health meter) starts slowly and steadily to decline. The only way to remain alive and thus complete the mission is to garner viewer approval by performing various stunts and shooting at the enemy. That's right, while Starsky is driving, Hutch is leaning out the window firing an endless stream of shots at various lowlifes. The targeting system won't be complex, and auto-aiming should help alleviate the burden of simultaneously driving and shooting that's being placed on players, but if it's still too much for some uncoordinated sap to contend with, the game will allow for one player to take on the role of driver, and another the gunner. This will even work across a LAN and the Internet, though actual multiplayer with a number of cars is not planned for this version.

Currently the "artistically plain" (I'm coining that phrase) city is a bit lifeless. However, driving around it and looking for objects off which to trick seems to be an enjoyable diversion from the straight "chase-villain-while-continuously-shooting" play mechanic. At present, it's hard to tell whether this is a fleeting sensation or something of substance. Perhaps excessive repetition can be avoided by incorporating some kind of free roaming out of car or even *Time Crisis*-esque on-rails experience. If that doesn't

happen, it'll be entirely up to the game's stock modes (chase, protect, find, et cetera), to keep gameplay entertaining and involving.

Intriguing? Yes. Alluring? Absolutely. We'll just have to wait and see if premise can be successfully mated with technology and content. – **Ivan Sulic** ■



### Details ::

**Publisher ::** Empire Interactive

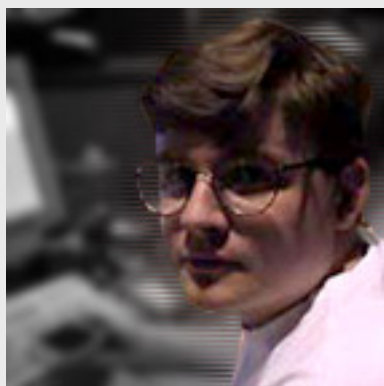
**Developer ::** Minds Eye

**Genre ::** Action-Racing

**# of Players ::** 2

**Release Date ::** November 2002





**Jeremy Conrad**

## This Month in Entertainment ::

It's now June, and both *Episode II* and *Spidey* have begun to dwindle a bit in theaters, and that's actually a good thing. This month has Spielberg's latest masterpiece *Minority Report* in theaters along with one of the most promising Disney animated flicks in a long time *Lilo & Stitch*.

*Minority Report* is a must-see film and is easily one of Spielberg's best in a long time. It's an excellent adaptation of the Philip K. Dick short story, with just enough changed to keep even long-time fans of the author on the edge of their seats.

In the world of DVDs, it's a bit slower than May, but there are still some heavy hitters on the way such as *A Beautiful Mind*, *Gosford Park*, *Black Hawk Down*, *UHF*, *Buffy Season Two*, and more.

Next month, look forward to *Men in Black II* and *Austin Powers 3* in theaters and great DVDs such as *The Royal Tenenbaums* and *Amélie* in stores.

Now open 24 hours!  
<http://entertainment.ign.com>



## Featured DVD Preview ::

**050 :: Collateral Damage**

## Also In This Issue ::

**050 :: DVD Preview - Crossroads: Special Edition**

**051 :: Movie Previews - The Dangerous Lives of Altar Boys**

**052 :: Movie Previews - Mr. Deeds**



### The Dangerous Lives of Altar Boys

Catholic school comic book adventures...



### Mr. Deeds

Don't let the fancy clothes fool you.

## Editor's Most Wanted ::

- 1 :: Natalie Portman (Human)
- 2 :: Fellowship of the Ring (DVD)
- 3 :: Episode II (DVD)
- 4 :: Blade II (DVD)
- 5 :: E.T. (DVD)

## Office Abuse ::

Jeremy Conrad has now seen  
Episode II more times than  
George Lucas.



**DVD :: Preview**  
**COLLATERAL DAMAGE ::**



Arnold Schwarzenegger's latest big budget action flick is headed to DVD on July 16 for a MSRP of \$26.98. While the film only did "OK" in theaters, it's the type of movie that lends itself well to the DVD format with lots of explosions and the like.

The disc will feature Dolby Digital 5.1 soundtracks in both English and French, anamorphic widescreen video, and the following special features:

**DISC FEATURES ::**

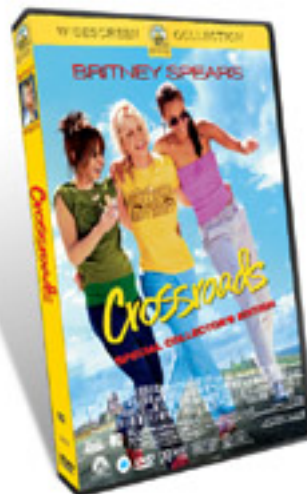
- Audio Commentary with director Andrew Davis.
- Additional Scenes.
- Behind the Scenes documentary.
- The Hero in a New Era documentary.

**DVD Info ::**

**Price ::** \$26.98

**Release ::** July 16, 2002

**DVD :: Preview**  
**CROSSROADS: SE ::**



On July 23, Britney Spears' first starring role in a feature film will hit DVD for a MSRP of \$29.99. The DVD will feature a Dolby Digital 5.1 soundtrack, anamorphic widescreen video, and a whole bunch of special features:

**DISC FEATURES ::**

- Britney's on-camera welcome to the DVD.
- Audio commentary with producer Ann Carli, director Tamra Davis and writer Shonda Rhimes.
- "The Making of Crossroads: 40 Days with Britney".
- "First In Line: Inside the Crossroads Premiere" hosted by Zoe Saldana.
- 7 deleted scenes with on-camera introductions by Tamra Davis.
- "Break Through Britney" – fun facts and inside comments accessed during the movie.
- 2 music videos "I'm Not a Girl, Not Yet a Woman," and "Overprotected" (with an exclusive Darkchild mix).
- "Sing Along With Britney".
- 2 karaoke music videos.
- An interactive feature which allows viewers to edit their own Britney Spears music video.
- "Taryn's T-shirts," how to make the t-shirts from the "I Love Rock n Roll" karaoke scene.
- Crossroads photo gallery.
- 4 TV spots.
- Domestic trailer and international teaser trailer.

**DVD Info ::**

**Price ::** \$29.99

**Release ::** July 23, 2002





FilmForce Movie :: Preview

## THE DANGEROUS LIVES OF ALTAR BOYS

Catholic school comic book adventures...

When Jodie Foster and Todd McFarlane collaborate on a project, you just gotta want to check it out. *The Dangerous Lives of Altar Boys* is based on the 1992 novel by the late Chris Fuhrman. The coming-of-age novel, hailed as both original and audacious, is a '70s-set drama featuring two charming but irreverent Catholic high school kids who confront the mysteries of adulthood. Francis (Emile Hirsch), Tim (Kieran Culkin), and their friends are adolescents who see the world as a clear and simple place. In their limited experience, the universe is comprised of heroes and villains and it is always possible to tell the difference between the two. Sister Assumpta (Jodie Foster), the nun who has become the emblematic authority figure in their lives, is the enemy.

Seeing only her rules and daily efforts to subvert their fun instead of the genuine concern she has for their souls, the boys use their artistic talents to create a hard-edged comic book that depicts Sister Assumpta as a fiendish, motorcycle-riding villain who battles their animated alter-egos. Throughout the story, their fantasy universe comes to live in animated sequences, paralleling the live-action tale of friendship, first-love, and inevitable loss. Todd McFarlane (*Spawn*) created the cool animated sequences in the film.

In their real lives, Francis and Tim experience a series of misadventures – some comic and some decidedly serious – that lead them closer to maturity. When Francis feels the heady sensation of first love with Margie (Jena Malone), a beautiful young classmate with a sad and surprising secret, he discovers that life is rarely what it seems to be. There are no easy solutions to the complex and often unthinkable problems ahead. He learns the most painful lesson of all – that growing up means learning how to depend on yourself.

While Francis struggles with his hormonal and emotional confusion, Tim launches a series of boyish escapades that have unanticipated consequences. An improbable revenge scheme directed at Sister Assumpta backfires in a way he never expected, leaving Francis alone and acutely aware of the perils on the difficult journey from innocence to experience. For him, life will never be simple again.

*The Dangerous Lives of Altar Boys* opens in limited release on June 14th, but should expand further over the next several weeks. Given the level of talent involved, it should make for compelling entertainment.

– Brian Linder ■



### Movie Info ::

**Genre ::** Coming-of-Age Drama

**Rating ::** R for language, sexual content and youth substance use.

**Release Date ::** June 14, 2002 (Limited)

**Starring ::** Kieran Culkin, Emile Hirsch, Jena Malone, Jodie Foster

**Director ::** Peter Care

**FilmForce Movie :: Preview****MR. DEEDS**

**Don't let the fancy clothes fool you.**

Adam Sandler's latest, *Mr. Deeds*, is loosely based on the Academy Award-winning 1936 Frank Capra film *Mr. Deeds Goes to Town*, which starred Gary Cooper and Jean Arthur. Director Steven Brill says, "It's what you call a loose adaptation. We took the basic setup and transposed Adam into it. Although it's now set in modern day, it is in many ways similar to the original movie and it still captures Capra's spirit."

In the film, Adam Sandler plays Longfellow Deeds, a sweet lovable guy leading a simple but happy life in the tiny hamlet of Mandrake Falls, New Hampshire. Deeds is admired by the locals who crowd into his pizzeria to hear him recite his offbeat (but hilarious) greeting card poetry.

Life is good at the small town restaurant until two corporate fancy execs bring news that Deeds is about to be rolling in a different kind of dough. A long lost relative has left him an inheritance of forty billion dollars along with the largest media company in the world, a football team, a basketball team, and a private helicopter ready to whisk him off to corporate America.

It's a fish out of water, rags to riches story that has local tabloid reporters, included Babe Bennett (Winona Ryder – yeah, I hear she really *steals* the show), salivating. With the help of his trusty valet Emilio (John Turturro), Deeds ultimately discovers what life is really all about and has to prove that money changes everything... but not everyone.

Steven Brill who made his directorial debut with Disney's *Heavyweights*, a comedy about a summer weight loss camp starring Ben Stiller, directs *Mr. Deeds*. He first hooked up with Sandler in 2000 to co-write and direct *Little Nicky*. Brill is also an accomplished actor, appearing in films like *Sex, Lies and Videotape*, *Postcards from the Edge* and *Edward Scissorhands*.

Tim Herlihy wrote the script for the film. He's been with Sandler pretty much since the beginning. He was a former head writer on *Saturday Night Live* and went on to write or co-write the films *Billy Madison*, *Happy Gilmore*, *The Wedding Singer*, *The Waterboy*, *Big Daddy* and *Little Nicky*.

Sandler is due for a hit. People just didn't respond to his last film, *Little Nicky*, and he hasn't had a solid feature since 1999's *Big Daddy*. I hope this movie is as funny as it looks in the previews. – **Brian Linder** ■

**Movie Info ::**

**Genre ::** Comedy/Romance

**Rating ::** PG-13 for language including sexual references and some rear nudity.

**Release Date ::** June 28, 2002

**Starring ::** Adam Sandler, Winona Ryder, Peter Gallagher, Steve Buscemi

**Director ::** Steven Brill





**Chris "El Sexo" Carle**

### This Month in Codes ::

It's June. School's out. The pool's open. TV sucks. Luckily, you're of the species *gamerous hardcorous*, so summer means that you'll be camped in front of the fan slurping down a steady supply of icy pops, chugging gallons of soda, and clutching a controller in your sweaty palm. Sure, your Mom wants you to get out and exercise, but you and I both know that ain't happening.

Since it's so damn hot, we're going to do something a little different this month. Instead of serving up a slate of codes, we've decided to provide you with a helpful guide to the tricks of *Freestyle*. That'll cool you off. You won't have to fumble through the menus looking for which Freesty tricks and combos you've performed... it's all right at your fingertips. Just print out the checklist in the pages that follow. That way, you'll be able to see which tricks you've done, what you need to do, and what you unlock once you bust all the tricks on the slate.

For more codes, guides, corpses & more, visit  
<http://codes.ign.com> or  
<http://guides.ign.com>.



### Editor's Most Wanted ::

- 1 :: NCAA Football 2003 (PS2)
- 2 :: Dead to Rights (Xbox)
- 3 :: NFL2K3 (Xbox)
- 4 :: Super Mario Sunshine (GCN)
- 5 :: Animal Crossing (GCN)

### Office Abuse ::

Chris wrote a column for his junior high newspaper called "From the Desk of the Master."

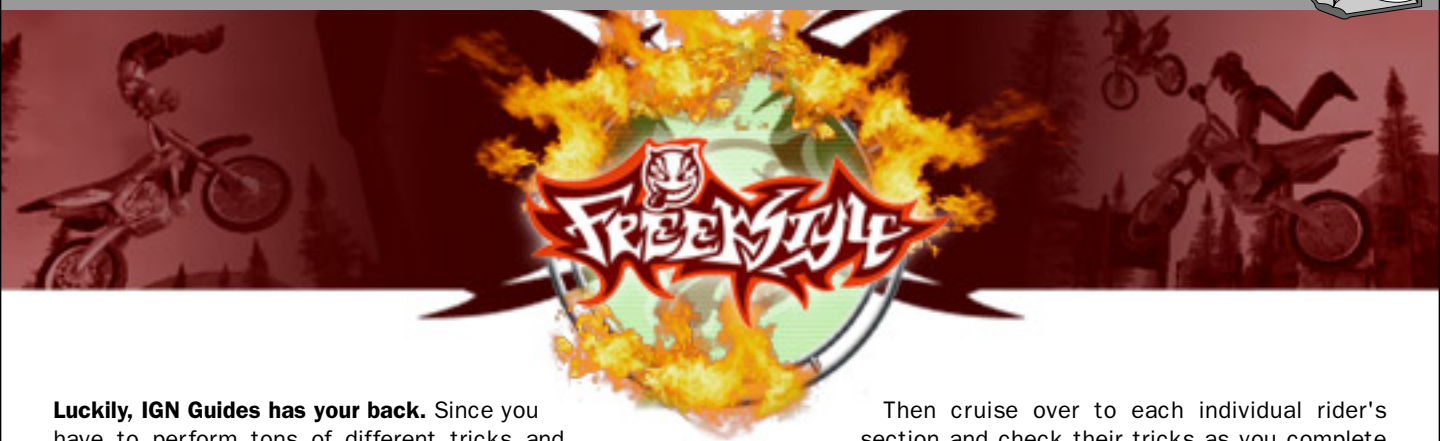




In order to triumph over the mega-fast motocross experience that is *Freestyle*, you'll need to trick, and trick a lot. Tricking gives you turbo and helps to fill up your Freestyle meter, and you'll need both in order to blaze your competition.







**Luckily, IGN Guides has your back.** Since you have to perform tons of different tricks and combos in order to fill up these meters, we've compiled a list of every rider's moves. All riders have the same base tricks and combos. Find them in the tables called "Tricks For All Riders" and "Combos For All Riders."

Then cruise over to each individual rider's section and check their tricks as you complete them. Each rider has specific tricks and combos for their various bikes. You'll also find out how to unlock riders, gear and bikes in the pages that follow. Print the checklist, grab a pen, get on your iron horse and ride!

## TRICKS FOR ALL RIDERS

### Any Bike

**Double Can:** R2  
**Air Walk:** R2 + SQUARE  
**No Footer:** R1  
**Nothing:** R1 + SQUARE  
**No Hander:** L1  
**Point:** L1 + SQUARE  
**Superman:** L2 + R1  
**One Handed Superman:** L2 + R1 + SQUARE  
**Cordova:** L1 + L2  
**Buzz Cut:** L1 + L2 + SQUARE  
**Bar Hop:** L2  
**McMetz:** L2 + SQUARE  
**Cliffhanger:** L2 + R2  
**Kickback:** L2 + R2 + SQUARE  
**Heart Attack:** L1 + R2  
**Boot Grab:** L1 + R2 + SQUARE  
**Seat Grab:** R1 + R2  
**Mulisha Air:** R1 + R2 + SQUARE  
**Nac Nac:** L1 + R1  
**Short Circuit:** L1 + R1 + SQUARE

## COMBOS FOR ALL RIDERS

### Any Bike

**Accidental Flat Top:** Buzz Cut + Short Circuit  
**Back Bender:** Cordova X 2  
**Bar to Bar:** Bar Hop X 2  
**Big Back Bender:** Cordova X 3

**Big Buzzer:** Buzz Cut X 3  
**Buzzer:** Buzz Cut X 2  
**Double Bypass:** Heart Attack X 2  
**Double Dare:** Air Walk + Cliffhanger  
**Double or Nothing:** Double Can + Nothing  
**Extra Yard:** No Footer X 3  
**Four Seater:** Seat Grab X 4  
**Freek Attack:** Heart Attack X 4  
**Freek Nac:** Nac Nac X 4  
**Freeklectrik:** Short Circuit X 2  
**Freeky Cordova:** Cordova X 4  
**Freeky Feet:** No Footer X 4  
**Grab Bag:** Seat Grab + Boot Grab  
**Hand and Foot:** No Hander + No Footer  
**Hang Ten:** Cliffhanger X 3  
**Hangin' With the Freek:** Cliffhanger X 4  
**High Five:** No Hander X 5  
**Knick Knack:** Nac Nac X 2  
**Nac Attack:** Nac Nac X 3  
**Pass the Bar:** Bar Hop X 4  
**Raise the Bar:** Bar Hop X 3  
**Six Pack:** Double Can X 3  
**Super Freek:** Superman X 4  
**Super Shocker:** Superman + Short Circuit  
**Super Triplets:** Superman X 3  
**Super Twins:** Superman X 2  
**Superhero Snip:** Superman + Buzz Cut  
**Three Point Shot:** Point X 3  
**Three Seater:** Seat Grab X 3  
**Triple Bypass:** Heart Attack X 3  
**Two Seater:** Seat Grab X 2  
**Whole Lotta Nothing:** Nothing X 3



### Gear

**Tank Boy:** Default

**Ecko MX:** Fill up Trick Book

**All Tatted Up:** Complete 20 Combos in Trick Book

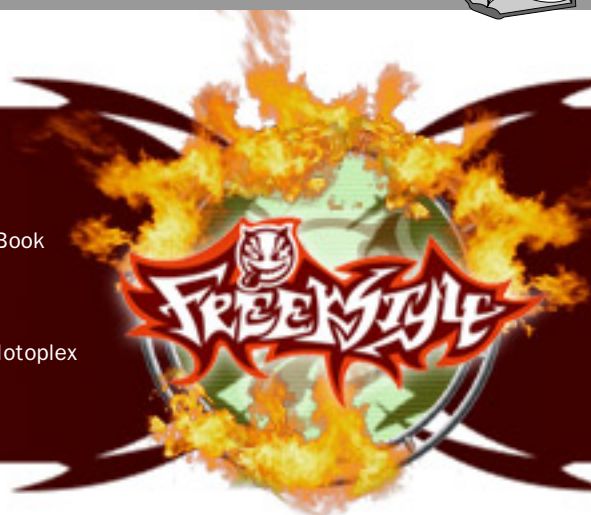
### Bikes

**Tagged:** Default

**Bloodshot:** Win Main Event at Monumental Motoplex

**Rock of Ages:** Win Main Event at Burn It Up

**Rhino Rage:** Win Main Event at Let it Ride



## MIKE METZGER

### TRICKS

#### Any Bike

- ☐ **Show Stopper:** L1 + R1 + R2
- ☐ **Curtain Call:** L1 + R1 + R2 + SQUARE

#### ☒ Tagged

- ☐ **Rodeo:** L2 + R1 + R2
- ☐ **Disco Can:** L2 + R1 + R2 + SQUARE
- ☐ **Switchblade:** L1 + L2 + R1
- ☐ **Close Shave:** L1 + L2 + R1 + SQUARE
- ☐ **Rollercoaster:** L2 + R1 + R2 + L1
- ☐ **Kickboxer:** L1 + L2 + R2
- ☐ **Roundhouse:** L1 + L2 + R2 + SQUARE

#### ☐ Bloodshot

- ☐ **Kiss of Death:** L1 + L2 + R1
- ☐ **Breath Mint:** L1 + L2 + R1 + SQUARE
- ☐ **Dragonfly:** L2 + R1 + R2
- ☐ **Bug Zapper:** L2 + R1 + R2 + SQUARE
- ☐ **Super Fly:** L2 + R1 + R2 + L1
- ☐ **Whack Nac:** L1 + L2 + R2
- ☐ **Screw Loose:** L1 + L2 + R2 + SQUARE

#### ☐ Rock of Ages

- ☐ **Wingman:** L2 + R1 + R2
- ☐ **Nosedive:** L2 + R1 + R2 + SQUARE
- ☐ **Under Achiever:** L2 + R1 + R2 + L1
- ☐ **Helicopter:** L1 + L2 + R1
- ☐ **Aerial Assault:** L1 + L2 + R1 + SQUARE
- ☐ **Heart Breaker:** L1 + L2 + R2
- ☐ **Rebound:** L1 + L2 + R2 + SQUARE

#### ☐ Rhino Rage

- ☐ **Stuntman:** L2 + R1 + R2 + L1
- ☐ **Executioner:** L1 + L2 + R1
- ☐ **Pardon:** L1 + L2 + R1 + SQUARE
- ☐ **Goofy Foot:** L1 + L2 + R2

- ☐ **Toe Jam:** L1 + L2 + R2 + SQUARE
- ☐ **Tsunami:** L2 + R1 + R2
- ☐ **Tidal Wave:** L2 + R1 + R2 + SQUARE

### COMBOS

#### Tagged

- ☐ **Bucking Bronco:** Rodeo + Kickback
- ☐ **Double Switch:** Double Can + Switchblade
- ☐ **Easy Rider:** No Hander + No Footer + Bar Hop + Double Can
- ☐ **Razor Burn:** Close Shave X 2
- ☐ **Theme Park:** Rollercoaster X 3

#### Bloodshot

- ☐ **Chainsaw Massacre:** Buzz Cut + Kiss of Death
- ☐ **Double Dragon:** Double Can + Dragonfly
- ☐ **Fly in My Soup:** Super Fly + Point
- ☐ **Fly Swatter:** Super Fly + Whack Nac
- ☐ **Pesticide:** Super Fly + Dragonfly
- ☐ **Super Duper:** Superman + Super Fly
- ☐ **Whack Attack:** Whack Nac + Heart Attack

#### Rhino Rage

- ☐ **Excuse Me:** Pardon X 2
- ☐ **Goofy Grab:** Goofy Foot + Seat Grab
- ☐ **Insanity:** Executioner + Tsunami
- ☐ **Insanity:** Stuntman + Executioner
- ☐ **Killer Swell:** Goofy Foot + Tsunami
- ☐ **Silly Walk:** Goofy Foot + Air Walk
- ☐ **Stunt Double:** Double Can + Stuntman
- ☐ **Twin Killing:** Executioner X 2

#### Rock of Ages

- ☐ **Fatal Attraction:** Heart Attack + Heart Breaker
- ☐ **Look Out Below:** Helicopter + Nosedive
- ☐ **Sidekick:** Wingman + Kickback
- ☐ **Wingtip:** Wingman + Boot Grab





### Gear

**Spikes:** Default

**Muscle Bound:** Fill up Trick Book

**Commander:** Complete 20 Combos in Trick Book

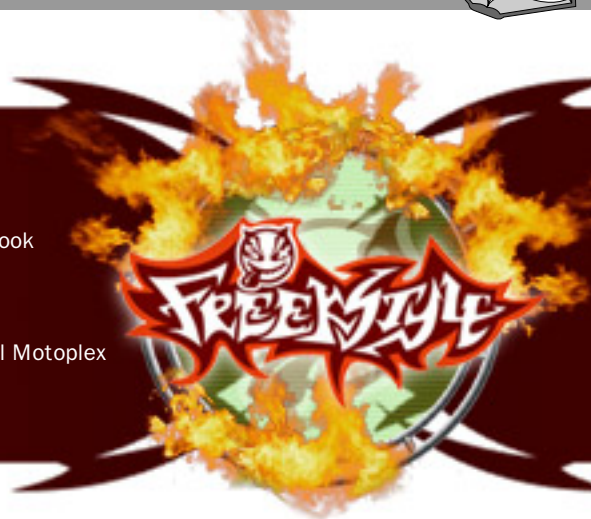
### Bikes

**Electro Shock:** Default

**Mulisha Man:** Win Main Event at Monumental Motoplex

**Heavy Metal:** Win Main Event at Burn It Up

**Dominator:** Win Main Event at Let it Ride



## BRIAN DEEGAN

### TRICKS

#### Any Bike

- ☐ **Boot Stomp:** L1 + R1 + R2
- ☐ **Steel Toe:** L1 + R1 + R2 + SQUARE

#### ☒ **Electro Shock**

- ☐ **Wingman:** L2 + R1 + R2
- ☐ **Nosedive:** L2 + R1 + R2 + SQUARE
- ☐ **Switchblade:** L1 + L2 + R1
- ☐ **Close Shave:** L1 + L2 + R1 + SQUARE
- ☐ **Rock N Roll:** L2 + R1 + R2 + L1
- ☐ **Lazy Boy:** L1 + L2 + R2
- ☐ **Slacker:** L1 + L2 + R2 + SQUARE

#### ☐ **Mulisha Man**

- ☐ **Whack Nac:** L1 + L2 + R1
- ☐ **Screw Loose:** L1 + L2 + R1 + SQUARE
- ☐ **Rodeo:** L2 + R1 + R2
- ☐ **Disco Can:** L2 + R1 + R2 + SQUARE
- ☐ **Mulisha March:** L2 + R1 + R2 + L1
- ☐ **Lookback:** L1 + L2 + R2
- ☐ **Paranoia:** L1 + L2 + R2 + SQUARE

#### ☐ **Heavy Metal**

- ☐ **Executioner:** L2 + R1 + R2
- ☐ **Pardon:** L2 + R1 + R2 + SQUARE
- ☐ **Under Achiever:** L2 + R1 + R2 + L1
- ☐ **Kiss of Death:** L1 + L2 + R1
- ☐ **Breath Mint:** L1 + L2 + R1 + SQUARE
- ☐ **Stumpy:** L1 + L2 + R2
- ☐ **Reverse:** L1 + L2 + R2 + SQUARE

#### ☐ **Dominator**

- ☐ **Vortex:** L2 + R1 + R2 + L1
- ☐ **Helicopter:** L1 + L2 + R1
- ☐ **Aerial Assault:** L1 + L2 + R1 + SQUARE
- ☐ **Heart Breaker:** L1 + L2 + R2
- ☐ **Rebound:** L1 + L2 + R2 + SQUARE
- ☐ **Tsunami:** L2 + R1 + R2
- ☐ **Tidal Wave:** L2 + R1 + R2 + SQUARE

### COMBOS

#### **Electro Shock**

- ☐ **Double Switch:** Double Can + Switchblade
- ☐ **Good For Nothing:** Lazy Boy + Nothing

#### **Mulisha Man**

- ☐ **Got Your Back:** Lookback + Kickback

#### **Heavy Metal**

- ☐ **Boot Kisser:** Boot Stomp + Kiss of Death
- ☐ **Chainsaw Massacre:** Buzz Cut + Kiss of Death
- ☐ **Excuse Me:** Pardon X 2

#### **Dominator**

- ☐ **Fatal Attraction:** Heart Attack + Heart Breaker
- ☐ **Freeky Vortex:** Vortex X 2
- ☐ **Insanity:** Tsunami + Heart Breaker



### Gear

**Diva:** Default

**Fun Lovin:** Fill up Trick Book

**Red Hot:** Complete 20 Combos in Trick Book

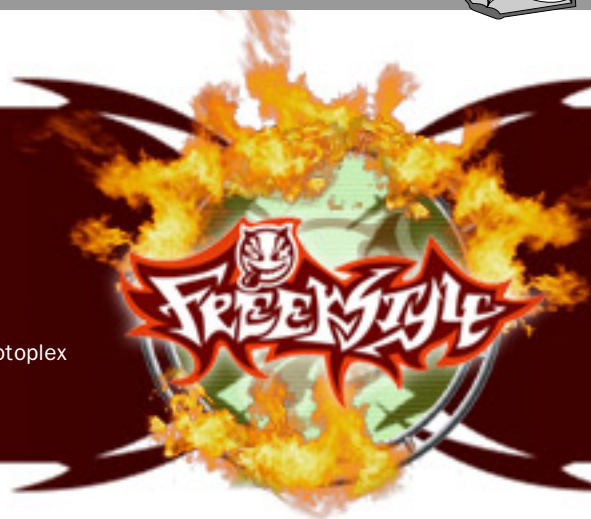
### Bikes

**Pin Up:** Default

**Hot Stuff:** Win Main Event at Monumental Motoplex

**Trend Setter:** Win Main Event at Burn It Up

**Seducer:** Win Main Event at Let it Ride



## LEANN TWEEDEN

### TRICKS

#### Any Bike

- ☐ **Body Shaker:** L1 + R1 + R2 + SQUARE
- ☐ **Back Breaker:** L1 + R1 + R2

#### ☒ Pin Up

- ☐ **Rodeo:** L1 + L2 + R2
- ☐ **Disco Can:** L1 + L2 + R2 + SQUARE
- ☐ **Turntable:** L2 + R1 + R2 + L1
- ☐ **Kickboxer:** L2 + R1 + R2
- ☐ **Roundhouse:** L2 + R1 + R2 + SQUARE
- ☐ **Whack Nac:** L1 + L2 + R1
- ☐ **Screw Loose:** L1 + L2 + R1 + SQUARE

#### ☐ Hot Stuff

- ☐ **Lazy Boy:** L1 + L2 + R2
- ☐ **Slacker:** L1 + L2 + R2 + SQUARE
- ☐ **California Roll:** L2 + R1 + R2 + L1
- ☐ **Kiss of Doom:** L1 + L2 + R1
- ☐ **Garlic Breath:** L1 + L2 + R1 + SQUARE
- ☐ **Heart Breaker:** L2 + R1 + R2
- ☐ **Rebound:** L2 + R1 + R2 + SQUARE

#### ☐ Trendsetter

- ☐ **Crack Nac:** L2 + R1 + R2
- ☐ **Spackle:** L2 + R1 + R2 + SQUARE
- ☐ **Coronary:** L1 + L2 + R2
- ☐ **Flatliner:** L1 + L2 + R2 + SQUARE
- ☐ **Dragonfly:** L1 + L2 + R1
- ☐ **Bug Zapper:** L1 + L2 + R1 + SQUARE
- ☐ **Steakery:** L2 + R1 + R2 + L1

#### ☐ Seducer

- ☐ **Flip Flop:** L2 + R1 + R2 + L1
- ☐ **Goofy Foot:** L1 + L2 + R1

- ☐ **Toe Jam:** L1 + L2 + R1 + SQUARE
- ☐ **Meditator:** L2 + R1 + R2
- ☐ **Moment of Bliss:** L2 + R1 + SQUARE
- ☐ **Tsunami:** L1 + L2 + R2
- ☐ **Tidal Wave:** L1 + L2 + R2 + SQUARE

### COMBOS

#### Pin Up

- ☐ **Bucking Bronco:** Rodeo + Kickback
- ☐ **DJ:** Turntable X 2
- ☐ **Super DJ:** Turntable X 3
- ☐ **Whack Attack:** Whack Nac + Heart Attack

#### Trend Setter

- ☐ **Clogged Artery:** Steakery + Coronary
- ☐ **Double Dragon:** Double Can + Dragon Fly
- ☐ **Heart Trouble:** Heart Attack + Coronary
- ☐ **Red Meat:** Steakery X 2
- ☐ **Rhyme Time:** Crack Nac + Kickback

#### Hot Stuff

- ☐ **Fatal Attraction:** Heart Attack + Heart Breaker
- ☐ **Good For Nothing:** Lazy Boy + Nothing
- ☐ **Super Sushi Combo:** California Roll X 4
- ☐ **Sushi Combo:** California Roll X 3
- ☐ **Vampire Repellent:** Garlic Breath X 2

#### Seducer

- ☐ **Flip Hop:** Flip Flop + Bar Hop
- ☐ **Freek Flip:** Flip Flop X 2
- ☐ **Goofy Grab:** Goofy Foot + Seat Grab
- ☐ **Insanity:** Meditator + Tsunami
- ☐ **Killer Swell:** Goofy Foot + Tsunami
- ☐ **Meditation Sensation:** Meditator X 2
- ☐ **Silly Walk:** Goofy Foot + Air Walk



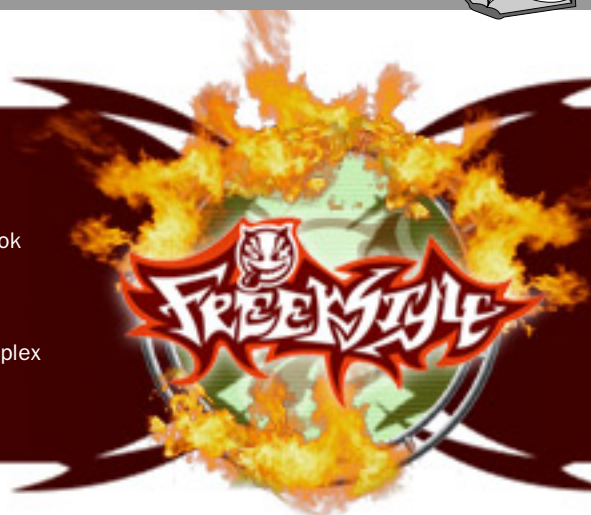


### Gear

- Black Cat:** Default
- Playing Jax:** Fill up Trick Book
- UFO Racer:** Complete 20 Combos in Trick Book

### Bikes

- Femme:** Default
- Amore:** Win Main Event at Monumental Motoplex
- Disco Tech:** Win Main Event at Burn It Up
- 211:** Win Main Event at Let it Ride



## STEFY BAU

### TRICKS

#### Any Bike

- ☐ **Clown Flip:** L1 + R1 + R2
- ☐ **Juggling Act:** L1 + R1 + R2 + SQUARE

#### ☒ **Femme**

- ☐ **Heel Clicker:** L2 + R1 + R2
- ☐ **Spanky:** L2 + R1 + R2 + SQUARE
- ☐ **Lookback:** L1 + L2 + R1
- ☐ **Paranoia:** L1 + L2 + R1 + SQUARE
- ☐ **Back Flip:** L2 + R1 + R2 + L1
- ☐ **Whack Nac:** L1 + L2 + R2
- ☐ **Screw Loose:** L1 + L2 + R2 + SQUARE

#### ☐ **Amore**

- ☐ **Lazy Boy:** L1 + L2 + R1
- ☐ **Slacker:** L1 + L2 + R1 + SQUARE
- ☐ **Crack Nac:** L1 + L2 + R2
- ☐ **Spackle:** L1 + L2 + R2 + SQUARE
- ☐ **Kickboxer:** L2 + R1 + R2
- ☐ **Roundhouse:** L2 + R1 + R2 + SQUARE
- ☐ **Disco Ball:** L2 + R1 + R2 + L1

#### ☐ **Disco Tech**

- ☐ **Coronary:** L1 + L2 + R1
- ☐ **Flatliner:** L1 + L2 + R1 + SQUARE
- ☐ **Dragonfly:** L1 + L2 + R2
- ☐ **Bug Zapper:** L1 + L2 + R2 + SQUARE
- ☐ **Kiss of Doom:** L2 + R1 + R2
- ☐ **Garlic Breath:** L2 + R1 + R2 + SQUARE
- ☐ **Flip Flop:** L2 + R1 + R2 + L1

#### ☐ **211**

- ☐ **Wingman:** L1 + L2 + R1
- ☐ **Nosedive:** L1 + L2 + R1 + SQUARE
- ☐ **Orbiter:** L2 + R1 + R2 + L1
- ☐ **Goofy Foot:** L2 + R1 + R2

- ☐ **Toe Jam:** L2 + R1 + R2 + SQUARE
- ☐ **Meditator:** L1 + L2 + R2
- ☐ **Moment of Bliss:** L1 + L2 + R2 + SQUARE

### COMBOS

#### Amore

- ☐ **Boot Grab Boogie:** Disco Ball + Boot Grab
- ☐ **Good For Nothing:** Lazy Boy + Nothing
- ☐ **Rhyme Time:** Crack Nac + Kickback
- ☐ **Spack N' Slack:** Slacker + Spackle

#### Disco Tech

- ☐ **Bozo Is Dead:** Clown Flip + Flatliner
- ☐ **Double Dragon:** Double Can + Dragonfly
- ☐ **Electric Kiss:** Bug Zapper + Kiss of Doom
- ☐ **Flip Hop:** Flip Flop + Bar Hop
- ☐ **Freek Flip:** Flip Flop X 2
- ☐ **Heart Trouble:** Heart Attack + Coronary
- ☐ **Vampire Repellent:** Garlic Breath X 2

#### Femme

- ☐ **Dancing Superhero:** Heel Clicker + Superman
- ☐ **Dizzy:** Back Flip X 2
- ☐ **Got Your Back:** Lookback + Kickback
- ☐ **Scared Clown:** Paranoia + Clown Flip
- ☐ **Triple Flipper:** Back Flip X 3
- ☐ **Whack Attack:** Whack Nac + Heart Attack

#### 211

- ☐ **Goofy Grab:** Goofy Foot + Seat Grab
- ☐ **Insanity:** Meditator + Orbiter
- ☐ **Juggle Jam:** Juggling Act + Toe Jam
- ☐ **Meditation Sensation:** Meditator X 2
- ☐ **Sidekick:** Wingman + Kickback
- ☐ **Silly Walk:** Goofy Foot + Air Walk
- ☐ **Turn Back Time:** Superman + Orbiter
- ☐ **Wingtip:** Wingman + Boot Grab
- ☐ **Zen Clown:** Clown Flip + Meditator



### Gear

**Baggy:** Default

**Tiki:** Fill up Trick Book

**Tankin' It:** Complete 20 Combos in Trick Book

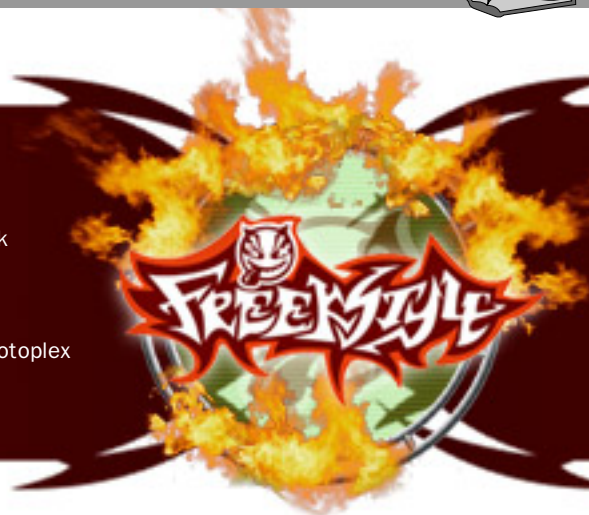
### Bikes

**Dirt Surfer:** Default

**Gone Tiki:** Win Main Event at Monumental Motoplex

**Island Spirit:** Win Main Event at Burn It Up

**Hang Loose:** Win Main Event at Let it Ride



## CLIFFORD ADOPTANTE

( If Clifford gets in your face before a race, win the race to unlock him. )

### TRICKS

#### Any Bike

- ☐ **Smooth Move:** L1 + R1 + R2
- ☐ **Hook-Up:** L1 + R1 + R2 + SQUARE

#### X **Dirt Surfer**

- ☐ **Heel Clicker:** L2 + R1 + R2
- ☐ **Spanky:** L2 + R1 + R2 + SQUARE
- ☐ **Wingman:** L1 + L2 + R2
- ☐ **Nosedive:** L1 + L2 + R2 + SQUARE
- ☐ **Switchblade:** L1 + L2 + R1
- ☐ **Close Shave:** L1 + L2 + R1 + SQUARE
- ☐ **Space Walk:** L2 + R1 + R2 + L1

#### ☐ **Gone Tiki**

- ☐ **Lookback:** L1 + L2 + R2
- ☐ **Paranoia:** L1 + L2 + R2 + SQUARE
- ☐ **Kickboxer:** L2 + R1 + R2
- ☐ **Roundhouse:** L2 + R1 + R2 + SQUARE
- ☐ **Super Fly:** L2 + R1 + R2 + L1
- ☐ **Praying Mantis:** L1 + L2 + R1
- ☐ **Exterminator:** L1 + L2 + R1 + SQUARE

#### ☐ **Island Spirit**

- ☐ **Lazy Boy:** L2 + R1 + R2
- ☐ **Slacker:** L2 + R1 + R2 + SQUARE
- ☐ **Surfer:** L2 + R1 + R2 + L1
- ☐ **Helicopter:** L1 + L2 + R2
- ☐ **Aerial Assault:** L1 + L2 + R2 + SQUARE
- ☐ **Goofy Foot:** L1 + L2 + R1
- ☐ **Toe Jam:** L1 + L2 + R1 + SQUARE

#### ☐ **Hang Loose**

- ☐ **Stuntman:** L2 + R1 + R2 + L1
- ☐ **Executioner:** L1 + L2 + R1
- ☐ **Pardon:** L1 + L2 + R1 + SQUARE

- ☐ **Meditator:** L2 + R1 + R2
- ☐ **Moment of Bliss:** L2 + R1 + R2 + SQUARE
- ☐ **Tsunami:** L1 + L2 + R2
- ☐ **Tidal Wave:** L1 + L2 + R2 + SQUARE

### COMBOS

#### **Dirt Surfer**

- ☐ **Dancing Superhero:** Heel Clicker + Superman
- ☐ **Double Switch:** Double Can + Switchblade
- ☐ **Razor Burn:** Close Shave X 2
- ☐ **Sidekick:** Wingman + Kickback
- ☐ **Space Bar:** Bar Hop + Space Walk
- ☐ **Wingtip:** Wingman + Boot Grab

#### **Gone Tiki**

- ☐ **Fly in My Soup:** Super Fly + Point
- ☐ **Got Your Back:** Lookback + Kickback
- ☐ **Pesticide:** Praying Mantis + Superfly
- ☐ **Super Duper:** Superman + Superfly
- ☐ **Tow Truck:** Lookback + Hookup

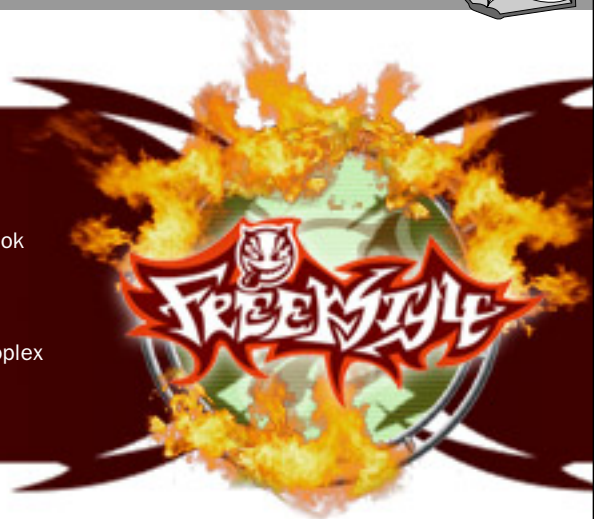
#### **Hang Loose**

- ☐ **Excuse Me:** Pardon X 2
- ☐ **Insanity:** Executioner + Tsunami
- ☐ **Insanity:** Meditator + Tsunami
- ☐ **Insanity:** Stuntman + Executioner
- ☐ **Meditation Sensation:** Meditator X 2
- ☐ **Smooth Criminal:** Smooth Move + Executioner
- ☐ **Stunt Double:** Double Can + Stuntman
- ☐ **Twin Killing:** Executioner X 2

#### **Island Spirit**

- ☐ **The Big Kahuna:** Goofy Foot + Surfer
- ☐ **Good For Nothing:** Lazy Boy + Nothing
- ☐ **Goofy Grab:** Goofy Foot + Seat Grab
- ☐ **Silly Walk:** Goofy Foot + Air Walk



**Gear****Late Shift:** Default**Blue Collar:** Fill up Trick Book**High Roller:** Complete 20 Combos in Trick Book**Bikes****Lucky 7:** Default**Beater:** Win Main Event at Monumental Motoplex**Lil' Demon:** Win Main Event at Burn It Up**Flushed:** Win Main Event at Let it Ride**MIKE JONES**

( If Mike gets in your face before a race, win the race to unlock him. )

**TRICKS****Any Bike**

- ☐ **Mud Flap:** L1 + R1 + R2
- ☐ **Big Rig:** L1 + R1 + R2 + SQUARE

☒ **Lucky 7**

- ☐ **Lazy Boy:** L2 + R1 + R2
- ☐ **Slacker:** L2 + R1 + R2 + SQUARE
- ☐ **Coronary:** L1 + L2 + R1
- ☐ **Flatliner:** L1 + L2 + R1 + SQUARE
- ☐ **Helicopter:** L1 + L2 + R2
- ☐ **Aerial Assault:** L1 + L2 + R2 + SQUARE
- ☐ **Alley Oop:** L2 + R1 + R2 + L1

☐ **Beater**

- ☐ **Crack Nac:** L1 + L2 + R2
- ☐ **Spackle:** L1 + L2 + R2 + SQUARE
- ☐ **Wingman:** L2 + R1 + R2
- ☐ **Nosedive:** L2 + R1 + R2 + SQUARE
- ☐ **Kiss of Death:** L1 + L2 + R1
- ☐ **Breath Mint:** L1 + L2 + R1 + SQUARE
- ☐ **Logger:** L2 + R1 + R2 + L1

☐ **Lil' Demon**

- ☐ **Kiss of Doom:** L1 + L2 + R2
- ☐ **Garlic Breath:** L1 + L2 + R2 + SQUARE
- ☐ **Vortex:** L2 + R1 + R2 + L1
- ☐ **Praying Mantis:** L2 + R1 + R2
- ☐ **Exterminator:** L2 + R1 + R2 + SQUARE
- ☐ **Stumpy:** L1 + L2 + R1
- ☐ **Reverse:** L1 + L2 + R1 + SQUARE

☐ **Flushed**

- ☐ **Kickboxer:** L1 + L2 + R1
- ☐ **Roundhouse:** L1 + L2 + R1 + SQUARE

- ☐ **Executioner:** L2 + R1 + R2
- ☐ **Pardon:** L2 + R1 + R2 + SQUARE
- ☐ **Goofy Foot:** L1 + L2 + R2
- ☐ **Toe Jam:** L1 + L2 + R2 + SQUARE
- ☐ **Mind Blower:** L2 + R1 + R2 + L1

**COMBOS****Any Bike**

- ☐ **Jackknife:** Big Rig X 2
- ☐ **Monster Truck:** Mud Flap + Buzz Cut

**Lucky 7**

- ☐ **Good For Nothing:** Lazy Boy + Nothing
- ☐ **Heart Trouble:** Heart Attack + Coronary
- ☐ **Slam Dunk:** Alley Oop X 2

**Beater**

- ☐ **Chainsaw Massacre:** Buzz Cut + Kiss of Death
- ☐ **Lumberjack:** Logger X 2
- ☐ **Rhyme Time:** Crack Nac + Kickback
- ☐ **Sidekick:** Wingman + Kickback
- ☐ **Wingtip:** Wingman + Boot Grab

**Lil' Demon**

- ☐ **Doom of Kiss:** Kiss of Doom + Reverse
- ☐ **Freeky Vortex:** Vortex X 2
- ☐ **Vampire Repellent:** Garlic Breath X 2

**Flushed**

- ☐ **Excuse Me:** Pardon X 2
- ☐ **Goofy Grab:** Goofy Foot + Seat Grab
- ☐ **Insanity:** Executioner + Mind Blower
- ☐ **Never Mind:** Mind Blower X 2
- ☐ **Silly Walk:** Goofy Foot + Air Walk
- ☐ **Twin Killing:** Executioner X 2



### Gear

**Race Day:** Default

**Warming Up:** Fill up Trick Book

**Hoodie Style:** Complete 20 Combos in Trick Book

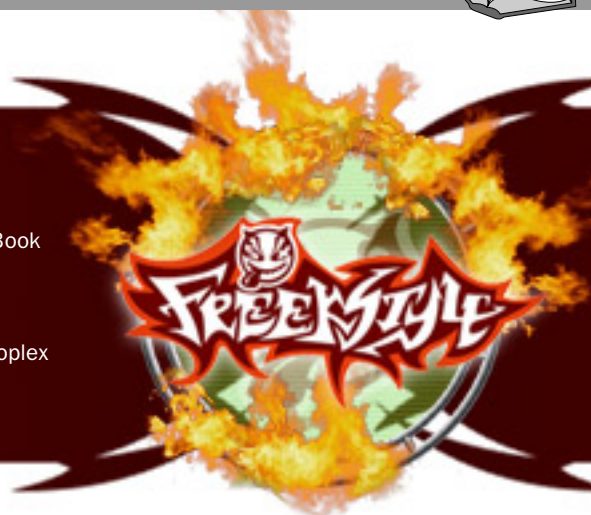
### Bikes

**Kid's Stuff:** Default

**Speedy:** Win Main Event at Monumental Motoplex

**Charged Up:** Win Main Event at Burn It Up

**Racer Girl:** Win Main Event at Let it Ridee



## JESSICA PATTERSON

( If Jessica gets in your face before a race, win the race to unlock her. )

### TRICKS

#### Any Bike

- ☐ **Waffle:** L1 + R1 + R2
- ☐ **Maple Syrup:** L1 + R1 + R2 + SQUARE

#### ☒ Kid's Stuff

- ☐ **Heel Clicker:** L2 + R1 + R2
- ☐ **Spanky:** L2 + R1 + R2 + SQUARE
- ☐ **Lookback:** L1 + L2 + R1
- ☐ **Paranoia:** L1 + L2 + R1 + SQUARE
- ☐ **Turntable:** L2 + R1 + R2 + L1
- ☐ **Stumpy:** L1 + L2 + R2
- ☐ **Reverse:** L1 + L2 + R2 + SQUARE

#### ☐ Speedy

- ☐ **Super Indy Air:** L2 + R1 + R2 + L1
- ☐ **Rodeo:** L2 + R1 + R2
- ☐ **Disco Can:** L2 + R2 + R1 + SQUARE
- ☐ **Wingman:** L1 + L2 + R2
- ☐ **Nosedive:** L1 + L2 + R2 + SQUARE
- ☐ **Kiss of Death:** L1 + L2 + R1
- ☐ **Breath Mint:** L1 + L2 + R1 + SQUARE

#### ☐ Charged Up

- ☐ **Switchblade:** L1 + L2 + R1
- ☐ **Close Shave:** L1 + L2 + R1 + SQUARE
- ☐ **Heart Breaker:** L2 + R1 + R2
- ☐ **Rebound:** L2 + R1 + R2 + SQUARE
- ☐ **Whack Nac:** L1 + L2 + R2
- ☐ **Screw Loose:** L1 + L2 + R2 + SQUARE
- ☐ **Funky Monkey:** L2 + R1 + R2 + L1

#### ☐ Racer Girl

- ☐ **Dragonfly:** L1 + L2 + R1
- ☐ **Bug Zapper:** L1 + L2 + R1 + SQUARE
- ☐ **Orbiter:** L2 + R1 + R2 + L1
- ☐ **Helicopter:** L2 + R1 + R2

- ☐ **Aerial Assault:** L2 + R1 + R2 + SQUARE
- ☐ **Praying Mantis:** L1 + L2 + R2
- ☐ **Exterminator:** L1 + L2 + R2 + SQUARE

### COMBOS

#### Kid's Stuff

- ☐ **Backwards Breakfast:** Waffle + Reverse
- ☐ **Dancing Superhero:** Heel Clicker + Superman
- ☐ **DJ:** Turntable X 2
- ☐ **Got Your Back:** Lookback + Kickback
- ☐ **Sticky Stumpy:** Stumpy + Maple Syrup
- ☐ **Super DJ:** Turntable X 3

#### Speedy

- ☐ **Bucking Bronco:** Rodeo + Kickback
- ☐ **Chainsaw Massacre:** Buzz Cut + Kiss of Death
- ☐ **Oxygen:** Air Walk + Super Indy Air
- ☐ **Sidekick:** Wingman + Kickback
- ☐ **Too Much Air:** Mulisha Air + Air Walk + Super Indy Air
- ☐ **Wingtip:** Wingman + Boot Grab

#### Racer Girl

- ☐ **Double Dragon:** Dragonfly + Double Can
- ☐ **Flying Breakfast:** Waffle + Helicopter
- ☐ **Pesticide:** Praying Mantis + Dragonfly
- ☐ **Turn Back Time:** Superman + Orbiter

#### Charged Up

- ☐ **Double Switch:** Double Can + Switchblade
- ☐ **Fatal Attraction:** Heart Attack + Heart Breaker
- ☐ **High Five Funky Jive:** Funky Monkey + Air Walk + No Hander
- ☐ **Jive Walkin':** Funky Monkey + Air Walk
- ☐ **Razor Burn:** Close Shave X 2
- ☐ **Shock the Monkey:** Funky Monkey + Short Circuit
- ☐ **Whack Attack:** Whack Nac + Heart Attack





### Gear

**Pro Gear:** Default

**Sharp Dresser:** Fill up Trick Book

**Star Rider:** Complete 20 Combos in Trick Book

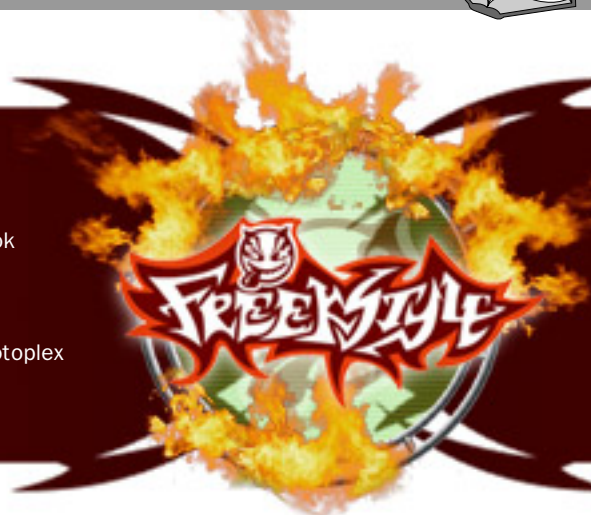
### Bikes

**Secret Weapon:** Default

**The King:** Win Main Event at Monumental Motoplex

**National Pride:** Win Main Event at Burn It Up

**Champion:** Win Main Event at Let it Ride



## GREG ALBERTYN

( If Greg gets in your face before a race, win the race to unlock him. )

### TRICKS

#### Any Bike

- ☐ **Steamroller:** L1 + R1 + R2
- ☐ **Road Kill:** L1 + R1 + R2 + SQUARE

#### ☒ **Secret Weapon**

- ☐ **Heel Clicker:** L1 + L2 + R2
- ☐ **Spanky:** L1 + L2 + R2 + SQUARE
- ☐ **Crack Nac:** L2 + R1 + R2
- ☐ **Spackle:** L2 + R1 + R2 + SQUARE
- ☐ **Lookback:** L1 + L2 + R1
- ☐ **Paranoia:** L1 + L2 + R1 + SQUARE
- ☐ **360:** L2 + R1 + R2 + L1

#### ☐ **The King**

- ☐ **Wingman:** L1 + L2 + R1
- ☐ **Nosedive:** L1 + L2 + R1 + SQUARE
- ☐ **Kiss of Doom:** L2 + R1 + R2
- ☐ **Garlic Breath:** L2 + R1 + R2 + SQUARE
- ☐ **Stumpy:** L1 + L2 + R2
- ☐ **Reverse:** L1 + L2 + R2 + SQUARE
- ☐ **Grinder:** L2 + R1 + R2 + L1

#### ☐ **National Pride**

- ☐ **Lazy Boy:** L1 + L2 + R2
- ☐ **Slacker:** L1 + L2 + R2 + SQUARE
- ☐ **Rodeo:** L2 + R1 + R2
- ☐ **Disco Can:** L2 + R1 + R2 + SQUARE
- ☐ **Kickboxer:** L1 + L2 + R1
- ☐ **Roundhouse:** L1 + L2 + R1 + SQUARE
- ☐ **Alley Oop:** L2 + R1 + R2 + L1

#### ☐ **Champion**

- ☐ **Logger:** L2 + R1 + R2 + L1
- ☐ **Executioner:** L2 + R1 + R2
- ☐ **Pardon:** L2 + R1 + R2 + SQUARE
- ☐ **Goofy Foot:** L1 + L2 + R2
- ☐ **Toe Jam:** L1 + L2 + R2 + SQUARE

- ☐ **Tsunami:** L1 + L2 + R1
- ☐ **Tidal Wave:** L1 + L2 + R1 + SQUARE

### COMBOS

#### Secret Weapon

- ☐ **1080:** 360 X 3
- ☐ **1440:** 360 X 4
- ☐ **720:** 360 X 2
- ☐ **Dancing Superhero:** Heel Clicker + Superman
- ☐ **Got Your Back:** Lookback + Kickback
- ☐ **Rhyme Time:** Crack Nac + Kickback
- ☐ **Super Spinner:** Superman + 360

#### National Pride

- ☐ **Bucking Bronco:** Rodeo + Kickback
- ☐ **Dead Bull:** Rodeo + Road Kill
- ☐ **Good For Nothing:** Lazy Boy + Nothing
- ☐ **Slam Dunk:** Alley Oop X 2
- ☐ **Urban Cowboy:** Rodeo + Slacker

#### The King

- ☐ **Buzz Saw:** Grinder + Buzz Cut
- ☐ **Doom of Kiss:** Kiss of Doom + Reverse
- ☐ **Italian Copilot:** Wingman + Garlic Breath
- ☐ **Sidekick:** Wingman + Kickback
- ☐ **Vampire Repellent:** Garlic Breath X 2
- ☐ **Wingtip:** Wingman + Boot Grab

#### Champion

- ☐ **Excuse Me:** Pardon X 2
- ☐ **Goofy Grab:** Goofy Foot + Seat Grab
- ☐ **Insanity:** Executioner + Tsunami
- ☐ **Killer Swell:** Goofy Foot + Tsunami
- ☐ **Log Roller:** Logger + Steamroller
- ☐ **Lumberjack:** Logger X 2
- ☐ **Silly Walk:** Goofy Foot + Air Walk
- ☐ **Twin Killing:** Executioner X 2



## QUIZ: Those Crazy Designers... ::

Here at IGN, our designers take great pride in the images they create. Sometimes *too* much pride. Our resident Director of Design, Scott "monkey7" Allen, typically insists on using a game's logo in the image. What happens when the game is so early in production that it doesn't have a logo yet? Well, he creates a placeholder logo. Of the 13 logos below, which are the real logos and which are the fake logos that Scott designed? **Answers are on page 6.**

1

Tom Clancy's  
**SPLINTER  
CELL**

2



3

COMMAND  
&  
CONQUER  
**GENERALS**

4

**BATTLEFIELD**  
**1942**

5



6

**Britney's**  
DANCE BEAT



7

**PRISONER OF WAR**

8



9

**Shantae**

10

**TENCHU**  
WRATH OF HEAVEN

11

WAR OF THE  
**MONSTERS**

12

★A★M★E★R★I★C★A★  
**II**

13